

DRAGON QUEST™

VIII

Journey of the Cursed King



BASED ON A GAME
RATED BY THE
ESRB **TEEN**
T

COVERS PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

SQUARE ENIX





Journey of the Cursed King

VIII

OFFICIAL STRATEGY GUIDE

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ABOUT THIS GUIDE

Everyone at BradyGames is excited and proud to bring you the *Dragon Quest VIII: Journey of the Cursed King* official strategy guide. This book is different from our other publications. Working closely with the developers of *Dragon Quest* and the staff at Square-Enix, we have created a reference manual for the game designed in part by the game makers themselves. Together, we wanted to guarantee that players could fully enjoy the intense experience of a *Dragon Quest* game, without losing any of the suspense or surprises. Our intent is for the atlas to suggest the path of exploration, revealing a plethora of possibilities among the hills and valleys of this awe-inspiring world. What happens thereafter remains in your capable hands.

An atlas is a bound collection of maps with supplementary illustrations and analyses. Therefore, the brief area descriptions in the "Atlas" chapter are designed to lead you right up to the point where the story begins, allowing you to take it from there. With our help, and by paying close attention to the words of the characters you meet in the game, there should be no point at which you start to feel lost. The walkthrough isn't written in the typical handholding manner you may have come to expect. Don't worry, plenty of information is provided in the correct order to help players find items and figure out whom to speak with to get the proverbial ball rolling in each new location.

The side chapters are full of information regarding items and monsters, but don't overlook the "Game Basics" chapter. It should be noted, though, that some of the reference material (such as certain monsters and items) have not been included to avoid spoiling one of the game's biggest surprises.

Furthermore, in our quest to avoid spoilers, we have left out some information concerning the secrets revealed near the end of the game. Suffice it to say, once you think you've finished *Dragon Quest VIII*, save your game and keep on playing!

HERO



The Hero is a versatile character who can be developed in many ways. Although he is a strong fighter, he may be used primarily as a healer early on in the game. Angelo will take over this role later, but you should continue to develop the Hero's healing abilities. Since the Hero is your second-most resilient character, he'll often survive attacks that kill Angelo, and may be the only character capable of saving a weakened party. To give him more healing options, spend some skill points on Courage.

In addition to his defensive spells and offensive might, the Hero has a special friend that goes by the name of Munchie. As you find and make various cheeses, put them in the Hero's inventory and feed them to Munchie in combat to unleash powerful spell effects. These effects are primarily useful against groups of enemies.

STARTING STATS

LV 1

HP 22

MP 0

STRENGTH 8

AGILITY 6

RESILIENCE 6

WISDOM 5

COURAGE AND SWORD SKILLS

100 POINTS: God of the sword + Truly valiant
ABILITY = GIGAGASH: The ultimate sword technique. Utterly destroys a group of enemies.

SWORD SKILLS

Swords are the most common weapons the Hero will encounter on his travels, so it makes sense to focus on their use. Sword skills are cheap to use (many cost 0 MP) and they are usually quite powerful. However, every sword skill except Gigash targets only a single enemy. That's no problem when fighting powerful monsters and bosses, but you'll need to rely on spells (or Munchie) and boomerang skills when tackling large groups of enemies on the battlefield.

4 POINTS: Basic sword fighting techniques
TRAIT: +5 attack power when equipped with a sword.

9 POINTS: Proficient swordsman
ABILITY = DRAGON SLASH: An attack that causes heavy damage to dragons.

15 POINTS: Renowned swordsman
ABILITY = FLAME SLASH: Channels the power of a raging fire into the blade of your sword.

22 POINTS: Expert swordsman
TRAIT: +10 attack power when equipped with a sword.

30 POINTS: Supreme swordsman
ABILITY = METAL SLASH: An attack that can damage enemies with metal bodies.

40 POINTS: Ace of the sword
TRAIT: Increased chance of critical hit with swords.

52 POINTS: Master of the sword
ABILITY = FALCON SLASH: A double slicing attack, faster than a falcon on the wing.

66 POINTS: Star of the sword
TRAIT: +25 attack power when equipped with a sword.

82 POINTS: Sword of legend
ABILITY = MIRACLE SLASH: A secret sword technique that heals your own wounds each time you strike a foe.

100 POINTS: God of the sword
ABILITY = GIGASH: A legendary sword technique for cutting down a group of enemies.

SPEAR SKILLS

Spears are very powerful weapons, and their skill set offers a lot of versatility. Multithrust and Clean Sweep are great options when battling large groups of foes, and the spear's basic attack power should be sufficient when battling bosses. Unfortunately, spears are quite rare, so you won't have many opportunities to upgrade. For that reason, you may want to split your skill points between spears and another skill set like swords, courage, or fisticuffs.

3 POINTS: Basic spear fighting techniques
TRAIT: +5 attack power when equipped with a spear.

7 POINTS: Proficient spearman
ABILITY = MERCURIAL THRUST: A lightning-fast thrust.

12 POINTS: Expert spearman
ABILITY = THUNDER THRUST: Difficult to perform, but has a high chance of doing critical damage.

18 POINTS: Master spearman
TRAIT: +10 attack power when equipped with a spear.

25 POINTS: Famed lancer
ABILITY = MULTITHRUST: A flurry of thrusts that can pierce multiple enemies.

34 POINTS: Legendary lancer
TRAIT: Increased chance of critical hit with spears.

45 POINTS: Star lancer
ABILITY = CLEAN SWEEP: Drives back a group of enemies with a sweep of the spear.

59 POINTS: Grand lancer
ABILITY = LIGHTNING THRUST: Lands a critical hit when it connects.

77 POINTS: Heavenly lancer
TRAIT: +25 attack power when equipped with a spear.

100 POINTS: Almighty Lancer
ABILITY = LIGHTNING STORM: Strikes down all enemies with mighty thunderbolts.





SPELLS

- LEVEL 3** **HEAL:** Restores at least 30 HP to a single ally.
LEVEL 4 **SQUELCH:** Cures a single ally of the effects of poison.
LEVEL 6 **EVAC:** Allows you to exit instantly from dungeons, caves, and towers.
LEVEL 11 **SISS:** Singes a group of enemies with a blazing fire.
LEVEL 18 **MIDHEAL:** Restores at least 75 HP to a single ally.
LEVEL 20 **SISSLE:** Burns a group of enemies with a blazing wall of fire.
LEVEL 27 **FULLHEAL:** Restores all HP to a single ally.
LEVEL 29 **ZING:** Resurrects a fallen ally with a 50% success rate.
LEVEL 32 **KASIZZLE:** Scorches a group of enemies with the blazing flames of the underworld.
LEVEL 65 **DRAGON SOUL:** Unknown...

BOOMERANG SKILLS

The boomerang is the only weapon in the game that can hit every enemy on the field. It inflicts the most damage to the first monster it hits and less to each subsequent target. Boomerangs are invaluable against large groups of enemies, but they're practically useless against bosses. Since boomerang skills offer little in the way of variety, you may want to keep an alternative weapon in reserve at all times.

6 POINTS: Basic boomerang combat techniques
ABILITY = CROSSCUTTER THROW: Traces an X in the air as it ploughs into the enemy.

12 POINTS: Baby boomer
TRAIT: +5 attack power when equipped with a boomerang.

18 POINTS: Big boomer
ABILITY = POWER THROW: A full-force throw that damages all enemies equally.

25 POINTS: Iron boomer
TRAIT: +10 attack power when equipped with a boomerang.

32 POINTS: Great boomer
ABILITY = FIREBIRD THROW: Transforms your boomerang into a firebird that incinerates your enemies.

40 POINTS: Boomer knight
TRAIT: +15 attack power when equipped with a boomerang.

52 POINTS: Boomer lord
ABILITY = SUPER THROW: A fearsome attack that uses all your strength to cause extreme damage to all foes.

66 POINTS: Boomer star
TRAIT: +20 attack power when equipped with a boomerang.

82 POINTS: Boomeranger
ABILITY = STARBURST THROW: Bathes all enemies in a shower of burning light.

100 POINTS: King boomeranger
ABILITY = GIGATHROW: Pulverises a single enemy with the force of a thunderbolt.

FISTIGUFFS SKILLS

With so many tasty weapons available, it's difficult to justify spending skill points on hand-to-hand combat! Nevertheless, the Hero can be quite good at fistcuffs, learning *Stones' Throw* and *Knuckle Sandwich* early and eventually working his way up to *Boulder Toss* and a measly +50 attack bonus!

4 POINTS: Basic unarmed combat techniques
TRAIT: +5 attack power when unarmed.

11 POINTS: Brawler
ABILITY = DEFENDING CHAMPION: A defensive ability that greatly reduces the damage inflicted by physical attacks.

17 POINTS: Brawny brawler
ABILITY = STONES' THROW: Hurls rocks at a single group of enemies.

24 POINTS: Black belt brawler
ABILITY = KNUCKLE SANDWICH: A powerfully focused and damaging bare-fisted strike.

33 POINTS: Famous fistfighter
TRAIT: +20 attack power when unarmed.

42 POINTS: Fighting mentor
ABILITY = THIN AIR: Generates a powerful vacuum-vortex that slices all enemies to ribbons.

52 POINTS: Fighting instructor
TRAIT: Increased chance of critical hit when unarmed.

70 POINTS: Fighting master
ABILITY = MULTIFISTS: A vicious four-hit strike on a random enemy.

82 POINTS: Fabled fighter
ABILITY = BOULDER TOSS: Showers all enemies with enormous boulders.

100 POINTS: Fist of legend
TRAIT: +50 attack power when unarmed.

STARTING EQUIPMENT

SOLDIER'S SWORD
PLAIN CLOTHES
BANDANA

COURAGE

The courage skill set contains a wide variety of spells and traits that can unlock the Hero's potential as a spell caster. If you invest in this skill set, you'll be rewarded during the last portion of the game with potent offensive and defensive magic, in the form of the *Zap* spells and *Omnih heal*. Courage is the swordsman's greatest asset. Mastery of both courage and the sword unlocks *Gigagash*, the Hero's most powerful attack skill!

8 POINTS: Gains courage to set forth on his journey

SPELL = ZOOM: Allows you to return instantly to certain places you have visited before.

16 POINTS: Brave
SPELL = TINGLE: Cures all party members of the effects of sleep and paralysis.

28 POINTS: Intrepid
SPELL = HOLY PROTECTION: Generates a holy aura that causes weaker monsters to avoid your party.

40 POINTS: Courageous
SPELL = FIZZLE: Prevents a group of enemies from using magic.

48 POINTS: Dauntless
SPELL = ZAP: Calls down lightning on all enemies.

56 POINTS: Fearless
TRAIT: Cast spells with 3/4 of the MP usually required.

70 POINTS: Bravehearted
SPELL = KAMIKAZEE: Sacrifices your own life to destroy all enemies.

82 POINTS: Lionhearted
SPELL = OMNIHEAL: Restores all HP to all party members.

90 POINTS: Dragonhearted
TRAIT: Cast spells with 1/2 of the MP usually required.

100 POINTS: Truly valiant
SPELL = KAZAP: Calls down powerful thunderbolts on a group of enemies.
ABILITY = GIGASH: A legendary sword technique for cutting down a group of enemies.



YANGUS

Yangus's greatest strength is his incredible fortitude. He has the highest HP, the most resilience, and access to some of the best armour. This makes Yangus an ideal choice for your party's top spot, where he can soak up the most enemy attacks. Devastating spells may often leave only Yangus standing, so make sure he's carrying a variety of recovery items that can help your party recover.

Although Yangus has many strengths, wisdom and agility are not among them. When choosing a skill set, factor in the MP costs of the various skills since Yangus has half the MP of Angelo and the Hero. To compensate for this shortcoming, give Yangus lots of seeds of magic. You may want to avoid giving him seeds of agility, though. Unless you focus on fisticuffs, Yangus will always go last in combat.



STARTING STATS	
STRENGTH	11
LV	1
AGILITY	5
HP	30
RESILIENCE	7
MP	0
WISDOM	2

AXE SKILLS

Helm Splitter is one of the best skills in the game, and it costs a mere six skill points! Even if you opt not to pursue the axe skill set, learn Helm Splitter and switch to an axe for the first few rounds of boss fights. Axe skills are powerful, but they don't offer much versatility until you learn the group-affecting Axes of Evil attack.

6 POINTS: Basic axe-fighting techniques

ABILITY = HELM SPLITTER: A skull-splitting smash that lowers an opponent's defence as it inflicts damage.

12 POINTS: Junior cleaver

TRAIT: +5 attack power when equipped with an axe.

19 POINTS: Iron woodsman

ABILITY = HATCHET MAN: An unpredictable attack that can slay an enemy with a single blow... if it connects.

26 POINTS: Axe-fighter

TRAIT: Increased chance of critical hit with axes.

34 POINTS: Axemaster

TRAIT: +10 attack power when equipped with an axe.

42 POINTS: Ace axer

ABILITY = PARALLAX: A focused strike capable of occasionally paralyzing an enemy.

54 POINTS: Axelord

ABILITY = AXES OF EVIL: Generates a vortex from your axe blade that chews into a group of enemies.

66 POINTS: Great axeman

ABILITY = EXECUTIONER: A powerful roundhouse strike that fells an opponent in one blow if it hits.

82 POINTS: Axe royale

TRAIT: +20 attack power when equipped with an axe.

100 POINTS: Almighty axeman

ABILITY = TYPHOEUS' MAUL: An ancient axe technique that works wonders on monsters of the beast family.

CLUB SKILLS

While the best axe skills are free, all club skills cost a few MP to use. Heart Breaker and Mind Breaker are solid attacks, but you won't earn many gold coins from Penny Pincher or Gold Rush.

9 POINTS: Basic club fighting techniques

TRAIT: +5 attack power when equipped with a club or hammer.

19 POINTS: Li'l slugger

ABILITY = HEART BREAKER: An attack that occasionally causes the target to miss a turn.

25 POINTS: Heavy hitter

ABILITY = PENNY PINCHER: A special technique that steals gold coins from an enemy.

32 POINTS: Hammer artist

ABILITY = MONSTER MASHER: A powerful smash that works wonders on monsters of the material family.

48 POINTS: Skullsplitter

TRAIT: +10 attack power when equipped with a club or hammer.

59 POINTS: Big bludgeoner

TRAIT: Increased chance of critical hit with club or hammer.

71 POINTS: Armour-cracker

ABILITY = MIND BREAKER: A superior club attack that dominates foes and renders them unable to attack.

82 POINTS: Big-league brainer

TRAIT: +25 attack power when equipped with a club or hammer.

93 POINTS: Consummate clubber

ABILITY = GOLD RUSH: A powerful strike that steals an opponent's gold coins as it inflicts damage.

100 POINTS: Lord of destruction

ABILITY = DEVIL CRUSHER: An esoteric club technique effective on demon and material family monsters.



SCYTHE SKILLS

While the prospect of stealing rare items from foes may excite some, the odds of success with the Steal Sickle abilities are somewhat low. Fortunately, there are other effective scythe skills available. Abilities like Grimmer Reaper and Big Banga, acquired late in the game, are among Yangus's best.

12 POINTS: Basic scythe fighting techniques
TRAIT: +5 attack power when equipped with a scythe.

22 POINTS: Competent chopper
ABILITY = STEAL SICKLE: Occasionally allows you to steal items from those you slash.

32 POINTS: Superb sickler
ABILITY = WIND SICKLES: Sends a whirlwind of sickles pirouetting into the enemy.

42 POINTS: Sickle sweetie
TRAIT: +10 attack power when equipped with a scythe.

50 POINTS: Junior reaper
ABILITY = GRIM REAPER: A swing of Death's scythe that can instantly kill one or more foes in a group.

60 POINTS: Sickle-sonic
TRAIT: Increased chance of critical hit with scythes.

70 POINTS: Renowned reaper
ABILITY = STAINLESS STEAL SICKLE: An improved version of the Steal Sickle attack technique.

80 POINTS: Demon sickler
TRAIT: +25 attack power when equipped with a scythe.

90 POINTS: Reaper lord
ABILITY = GRIMMER REAPER: The aura of Death incarnate annihilates the living and obliterates the undead.

100 POINTS: Death's apprentice
ABILITY = BIG BANGA: An enormous explosion that consumes everything in its path.

STARTING EQUIPMENT

OAKEN CLUB
BANDIT'S GRASS SKIRT
LEATHER HAT

FISTICUFFS SKILLS

Every character has the option of pursuing fisticuffs skills, but they complement Yangus the best. If you focus on unarmed attacks, Yangus will end up causing less damage than he will with weapons, but will compensate for it with improved agility. Thin Air is one of only a few abilities that hit all enemies for large amounts of damage, and you can get it early in the game. Be forewarned, however, that fisticuffs skills aren't free, and Yangus's lack of MP may become an issue.

3 POINTS: Basic unarmed combat techniques
TRAIT: +5 attack power when unarmed.

7 POINTS: Streetfighter
TRAIT: +10 agility when unarmed

12 POINTS: Village champ
ABILITY = KNUCKLE SANDWICH: A powerfully focused and damaging bare-fisted strike.

18 POINTS: Local champ
TRAIT: Increased chance of critical hit when unarmed.

25 POINTS: Regional champ
TRAIT: +20 attack power when unarmed.

33 POINTS: National contender
SPELL = PADFOOT: A secret technique for disguising your presence so as to avoid monsters.

42 POINTS: National champ
ABILITY = THIN AIR: Generates a powerful vacuum-vortex that slices all enemies to ribbons.

60 POINTS: Continental champ
ABILITY = MULTIFISTS: A vicious four-hit strike on a random enemy.

77 POINTS: World champion
TRAIT: +45 attack power when unarmed.

100 POINTS: Super grandmaster
ABILITY = BOULDER TOSS: Showers all enemies with enormous boulders.

HUMANITY

Among the highlights of the humanity skill set are Nose for Treasure, ideal for those who insist on finding everything, and Kerplunk, which can completely turn things around when all hope seems lost. Underpants Dance and Golden Oldies aren't particularly useful, but they're worth learning just for the comic relief.

4 POINTS: Soft-hearted
SPELL = WHISTLE: Summons monsters with a whistle.

10 POINTS: Kind-hearted
SPELL = HEAL: Restores at least 30 HP to a single ally.

16 POINTS: Busybody
SPELL = NOSE FOR TREASURE: Instantly reports the number of nearby treasures.

22 POINTS: Sentimental
ABILITY = WAKERY: A hideous battle cry that paralyzes a group of enemies with fear.

32 POINTS: Considerate
SPELL = SHARE MAGIC: Shares some of your MP with an ally.

42 POINTS: Confidant
SPELL = KABUFF: Raises the defence of all party members.

55 POINTS: Big brother
ABILITY = UNDERPANTS DANCE: Paralyzes all enemies with embarrassment.

68 POINTS: Gangleader
SPELL = MIDHEAL: Restores at least 75 HP to a single ally.

82 POINTS: Big boss
SPELL = KERPLUNK: Sacrifice your own life to resurrect all other party members.

100 POINTS: Beloved boss
ABILITY = GOLDEN OLDIES: A multi-hit battle royale from King Trode and friends.





JESSICA



Jessica is perhaps your party's most powerful character and the focal point of your offensive line. Not only are her spells devastating, but her melee attacks pack quite a surprising punch as well.

Jessica has access to some excellent abilities, but a lot of her most potent attacking options can be found in her standard spell list. Highlights include the field-clearing Bang series of spells, and Oomph, which can turn anyone into a monster-smashing machine. For all her might, keeping Jessica alive is a full-time job due to her low HP. Whenever you acquire new armour, accessories, or seeds of defence, consider giving them to Jessica.



KNIFE SKILLS

When you put 30 skill points into the knives skill set, Jessica gains the ability to equip swords. While they lack versatility, swords are her most powerful weapon choice.

4 POINTS: Basic knife fighting techniques

TRAIT: +5 attack power when equipped with a knife.

9 POINTS: Knife fighter

ABILITY = TOXIC DAGGER: A knife-fighting technique that envenomates a single enemy.

15 POINTS: Master blader

TRAIT: +10 attack power when equipped with a knife.

22 POINTS: Serious slicer

ABILITY = ASSASSIN'S STAB: A fearsome technique that tells an opponent instantly by attacking their vital parts.

30 POINTS: Edgemaster

TRAIT: Can now use swords as well as knives.

40 POINTS: Swordfighter

TRAIT: Increased chance of critical hit with knife or sword.

52 POINTS: Famous fencer

TRAIT: +20 attack power when equipped with a knife or sword.

66 POINTS: Blade ballerina

ABILITY = TOXIC SWORD: A sword-fighting technique which envenomates an enemy with each strike.

82 POINTS: Sword princess

TRAIT: +30 attack power when equipped with a knife or sword.

100 POINTS: Sword Valkyrie

ABILITY = SUDDEN DEATH: A fatal flash that strikes down an enemy like a bolt out of the blue.

WHIP SKILLS

Whips hit every enemy in a group and cause a decent amount of damage, making them useful against large groups of foes. The whip is also very effective against bosses. The key is the Twin Dragon Lash, which causes more damage for its cost (a mere 3 MP) than any straight attack spell can inflict.

5 POINTS: Basic whip fighting techniques

TRAIT: +5 attack power when equipped with a whip.

10 POINTS: Whippersnapper

ABILITY = WHIPLASH: A paralysing crack of the whip.

16 POINTS: Ready whipper

TRAIT: +10 attack power when equipped with a whip.

23 POINTS: Whipping artist

ABILITY = TWIN DRAGON LASH: A double-strike that lashes a random group of enemies.

32 POINTS: Whipper ripper

ABILITY = LADY'S THONG: A secret whip technique that steals HP as it damages an enemy.

43 POINTS: Lusty lasher

TRAIT: +15 attack power when equipped with a whip.

55 POINTS: Whip fairy

ABILITY = LASHINGS OF LOVE: Harness your inner passion to paralyse enemies.

68 POINTS: Superstar scourger

TRAIT: +25 attack power when equipped with a whip.

82 POINTS: Whipping angel

ABILITY = QUEEN'S THONG: A fearsome attack that steals the HP of a group of enemies.

100 POINTS: Lady of the lash

ABILITY = SERPENT'S BITE: A technique that transforms your whip into a snake that attacks a group of enemies.

STARTING STATS

LV 9

HP 41

MP 22

STRENGTH 11

AGILITY 26

RESILIENCE 9

WISDOM 25



CHARACTER

TRIPLES

SPELLS

- START** FRIZZ: Singes a single enemy with a small fireball.
START SAP: Reduces the defence of a single enemy.
LEVEL 10 CRACK: Pierces a single enemy with razor-sharp icicles.
LEVEL 11 SIZZ: Singes a group of enemies with a blazing fire.
LEVEL 11 EVAC: Allows you to exit instantly from dungeons, caves, and towers.
LEVEL 12 SNOOZE: Puts a group of enemies to sleep.
LEVEL 14 BANG: Damages all enemies with a small explosion.
LEVEL 16 CRACKLE: Rips into a group of enemies with sharp icicles.
LEVEL 19 OOMPH: Increases the attack of a single party member.
LEVEL 20 SIZZLE: Burns a group of enemies with a blazing wall of fire.
LEVEL 21 FRIZZLE: Burns a single enemy with a large fireball.
LEVEL 23 BOOM: Engulfs all enemies in a large explosion.
LEVEL 25 INSULATLE: Forms a barrier that protects all party members from fire- or ice-based attacks.
LEVEL 33 KABOOM: Blasts all enemies with an incredibly violent explosion.
LEVEL 35 KAFRIZZLE: Incinerates a single enemy with an enormous fireball.

STAFF SKILLS

Use the staff skill set to teach Jessica spells like Kasap Magic Barrier and Kazing. Your investment will be rewarded with traits that ensure she has the MP to use them. Once Jessica becomes a junior sorceress, you can literally cast spells on almost every turn without running out of MP!

3 POINTS: Basic magical staff techniques
SPELL = ACCELERATE: Raises the agility of all party members.

7 POINTS: Junior staffer
SPELL = KASAP: Reduces the defence of a group of enemies.

13 POINTS: Staff analyst
TRAIT: +20 max MP when equipped with a staff.

21 POINTS: Magic staffer
SPELL = BOUNCE: Forms a protective barrier that reflects the enemy's and party's spells alike.

31 POINTS: Chief of staff
SPELL = MAGIC BARRIER: Forms a protective barrier that reduces the effectiveness of foes' offensive spells.

44 POINTS: Junior magician
TRAIT: +50 max MP when equipped with a staff.

57 POINTS: Staff magician
ABILITY = CADUCEUS: A blessing from the heavens that restores a single party member's HP.

70 POINTS: Junior sorceress
TRAIT: Recovers MP every turn when equipped with a staff.

84 POINTS: Staff sorceress
TRAIT: +100 max MP when equipped with a staff.

100 POINTS: Queen sorceress
SPELL = KAZING: Resurrects a fallen ally.

FISTCUFFS SKILLS

Fistcuffs offers another option for players who choose to focus on Jessica's spells. Invest a mere 52 staff points in Fistcuffs and Jessica can obtain an invaluable defensive boost.

5 POINTS: Basic unarmed combat techniques
TRAIT: +5 attack power when unarmed.

13 POINTS: Femme fighter
TRAIT: +10 agility when unarmed.

19 POINTS: Gladiatrix
ABILITY = STONES' THROW: Hurls rocks at a single group of enemies.

28 POINTS: Semifinalist
TRAIT: Increased chance of critical hit while unarmed.

35 POINTS: Finalist
TRAIT: +20 attack power when unarmed.

45 POINTS: Colosseum champ
ABILITY = HARVEST MOON: Pummel all enemies with a chain of cartwheels and backflips.

52 POINTS: Fightin' fairy
TRAIT: Increased chance of dodging enemy attacks.

68 POINTS: Punching princess
ABILITY = THIN AIR: Generates a powerful vacuum-vortex that slices all enemies to ribbons.

85 POINTS: Battle Queen
TRAIT: +35 attack power when unarmed.

100 POINTS: Queen of the Grapplers
SPELL = MAGIC BURST: Unleashes all remaining magic power in a fearsome explosion.

STARTING EQUIPMENT

LEATHER WHIP
 WAYFARER'S CLOTHES
 HAIRBAND

SEX APPEAL

From a purely practical standpoint, the sex appeal abilities don't do much for Jessica since she already has powerful spells and plenty of MP to use them. However, you can spend 18 staff points to learn the monster-charming trait. This causes hostile enemies to randomly skip their turns in battle without any further effort on your part!

8 POINTS: Jessica realises just how sexy she can be
ABILITY = BLOW KISS: A special kiss that can temporarily prevent enemies from attacking.

18 POINTS: Others realise just how sexy Jessica can be
TRAIT: Has a 1/16 chance to charm monsters.

26 POINTS: Head-turner
SPELL = FUDDLE: Sends a group of enemies into confusion.

38 POINTS: Charming lady
ABILITY = PUFF-PUFF: Charms and excites an enemy into paralysed submission.

48 POINTS: Pretty lady
ABILITY = HIP DROP: Pelvic punishment! Curvaceous hips equal big damage.

54 POINTS: Lovely lady
ABILITY = SEXY BEAM: Focus the power of passion into a beam that sows destruction and confusion.

68 POINTS: Sexy lady
SPELL = KASNOOZE: Puts a group of enemies into a deep sleep.

78 POINTS: Gorgeous lady
TRAIT: Chances of charming monsters increases to 1/8.

88 POINTS: Sultry lady
ABILITY = PINK TYPHOON: A sudden typhoon that rips a group of enemies into ribbons.

100 POINTS: Sexy dynamite
ABILITY = HUSTLE DANCE: Restores at least 70 HP to all party members.



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ANGELO

Early in the game, Angelo is a jack-of-all-trades with decent combat abilities and a wide variety of useful spells (Kabuff and Thwack are among the highlights). Later in the game, a natural talent for healing will become Angelo's defining trait, as he can learn spells like Multiheal and Kazing.

What Angelo does when he isn't healing is up to you. You can pursue slaves to focus on spell casting, swords to become a force in melee combat, or bows for versatility. Whichever you choose, commit to it early as Angelo receives skill points at a much slower rate than any other character!



STARTING STATS

LV	12	STRENGTH	37
HP	72	AGILITY	34
MP	38	RESILIENCE	20
		WISDOM	39

SWORD SKILLS

Although Angelo can't learn quite as many sword abilities as the Hero, he acquires most of them approximately 10 to 20 skill points sooner. Miracle Slash can be very useful, and Falcon Slash is a steal at 40 skill points. Instead of mowing out at Gigashash, Angelo learns Lightning Storm when he masters the art of swordsmanship.

4 POINTS: Basic sword fighting techniques
TRAIT: +5 attack power when equipped with a sword.

9 POINTS: Renowned knight
ABILITY = FLAME SLASH: Channels the power of a raging fire into the blade of your sword.

15 POINTS: Gentle knight
TRAIT: +10 attack power when equipped with a sword.

22 POINTS: Knight of the lilies
ABILITY = METAL SLASH: An attack that can damage enemies with metal bodies.

30 POINTS: Knight of the roses
TRAIT: +20 attack power when equipped with a sword.

40 POINTS: Knight of the crest
ABILITY = FALCON SLASH: A double strong attack, faster than a falcon on the wing.

52 POINTS: Knight of the sun
TRAIT: Increased chance of critical hit with swords.

66 POINTS: Miraculous knight
ABILITY = MIRACLE SLASH: A secret sword technique that heals your own wounds each time you strike a foe.

82 POINTS: Holy knight
TRAIT: +25 attack power when equipped with a sword.

100 POINTS: Royal knight
ABILITY = LIGHTNING STORM: Strikes down all enemies with mighty thunderbolts.

BOW SKILLS

The highlights of the bow skill set are Cherub's Arrow and Seraph's Arrow, abilities that restore some of Angelo's MP. Since his healing duties require a lot of MP, repeated use of these abilities will ensure that Angelo retains a healthy stash for when the going gets tough.

6 POINTS: Basic archery techniques
ABILITY = SANDMAN'S ARROW: A magical arrow capable of putting a single enemy to sleep.

18 POINTS: Archer
ABILITY = CHERUB'S ARROW: A secret bow technique that regenerates your own MP.

25 POINTS: Arrow sniper
ABILITY = NEEDLE SHOT: Capable of felling an enemy instantaneously if a vital area is hit.

32 POINTS: Arrow soldier
TRAIT: +10 attack power when equipped with a bow.

44 POINTS: Arrow knight
ABILITY = MULTISHOT: A hail of blows directed randomly against one or more enemies.

59 POINTS: Arrow artist
TRAIT: Increased chance of critical hit with bows.

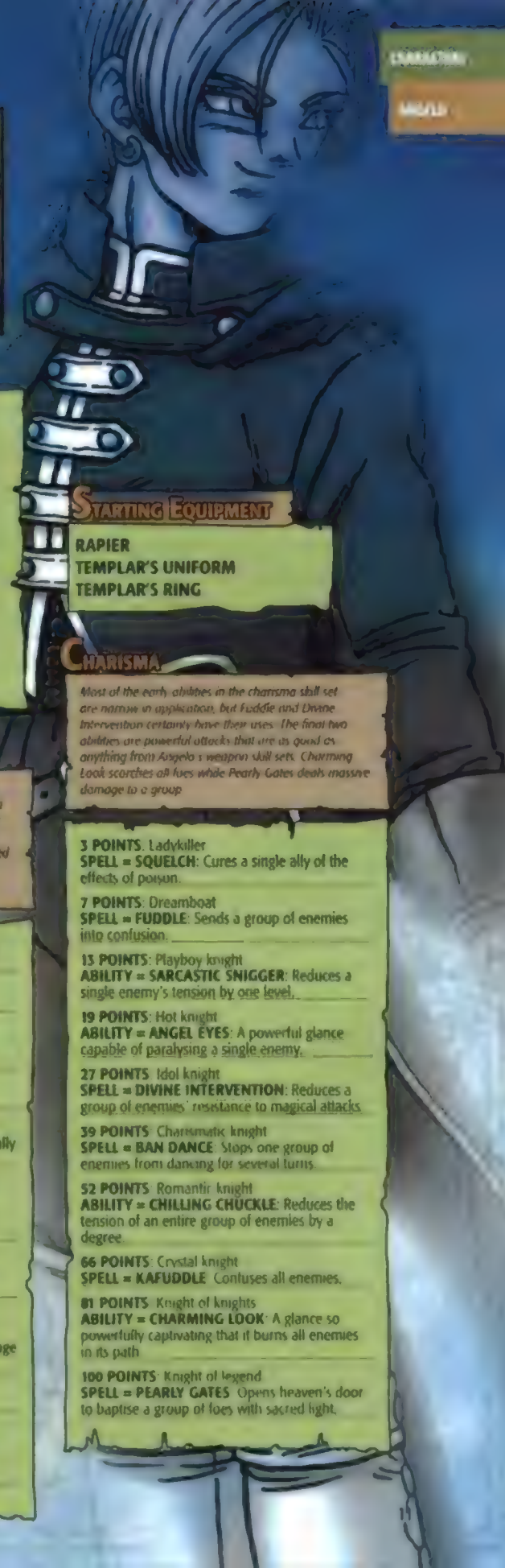
66 POINTS: Wonder archer
ABILITY = SERAPH'S ARROW: A secret technique that recovers even more MP than Cherub's Arrow.

76 POINTS: Miracle archer
TRAIT: +25 attack power when equipped with a bow.

88 POINTS: Saint archer
ABILITY = SHINING SHOT: An arrow attack that bathes all enemies in a destructive magical light.

100 POINTS: Arrow emperor
ABILITY = NEEDLE RAIN: A rain of arrows that can occasionally obliterate all enemies in a single salvo.





CHARACTER

WEAPON

SPELLS

- START** **HEAL:** Restores at least 30 HP to a single ally.
START **BUFF:** Raises the defence of a single party member.
START **WOOSH:** Slices through a group of enemies with a small whirlwind.
START **ZOOM:** Allows you to return instantly to certain places you have visited before.
LEVEL 13 **TINGLE:** Cures all party members of the effects of sleep and paralysis.
LEVEL 14 **KABUFF:** Raises the defence of all party members.
LEVEL 15 **MIDHEAL:** Restores at least 75 HP to a single ally.
LEVEL 17 **WHACK:** A cursed incantation that sends an enemy to the hereafter.
LEVEL 18 **SWOOSH:** Slices through a group of enemies with a powerful whirlwind.
LEVEL 19 **ZING:** Resurrects a fallen ally with a 50% success rate.
LEVEL 22 **THWACK:** A cursed incantation that sends a group of enemies to the hereafter.
LEVEL 24 **FULLHEAL:** Restores all HP to a single ally.
LEVEL 30 **MULTIHEAL:** Restores at least 100 HP to all party members.
LEVEL 32 **KASWOOSH:** Slices through a group of enemies with a ferociously destructive whirlwind.
LEVEL 34 **KAZING:** Resurrects a fallen ally.

STAFF SKILLS

The investment in staff skills will pay off when you learn Kathwack and Oomph, which are both fantastic spells. If you stick with it until the end, Angelo will have an abundance of MP for every fight.

3 POINTS: Basic magical staff techniques
SPELL = DAZZLE: Envelops a group of enemies in illusions

6 POINTS: Warlock
SPELL = FIZZLE: Prevents a group of enemies from using magic.

9 POINTS: High warlock
SPELL = BOUNCE: Forms a protective barrier that reflects the enemy's and party's spells alike.

12 POINTS: Conjurer
SPELL = DRAIN MAGIC: Steals MP from a single enemy.

28 POINTS: High conjurer
TRAIT: +20 max MP when equipped with a staff.

48 POINTS: Wizard
ABILITY = CADUCEUS: A blessing from the heavens that restores a single party member's HP.

56 POINTS: High wizard
SPELL = KATHWACK: A cursed incantation that sends all enemies to the hereafter.

65 POINTS: Arch wizard
SPELL = OOMPH: Increases the attack of a single party member.

80 POINTS: Holy wizard
TRAIT: +50 max MP when equipped with a staff.

100 POINTS: Majestic wizard
TRAIT: Recovers MP every turn when equipped with a staff.

FISTICUFFS SKILLS

You must spend 35 skill points before Angelo learns his first fisticuffs ability. However, the traits he'll learn in the meantime make up for it, especially the agility boost and the increased chance of dodging enemy attacks. If you can master fistbuffs, you'll be rewarded with the Angelo-exclusive Miracle Moon ability, a powerful attack that restores Angelo's HP.

7 POINTS: Basic unarmed combat techniques
TRAIT: +7 attack power when unarmed.

14 POINTS: Monk
TRAIT: +10 agility when unarmed.

21 POINTS: Warrior monk
TRAIT: Increased chance of dodging enemy attacks.

28 POINTS: Master monk
TRAIT: +15 attack power when unarmed.

35 POINTS: Paladin
ABILITY = KNUCKLE SANDWICH: A powerfully focused and damaging bare-listed strike.

42 POINTS: Great paladin
ABILITY = HARVEST MOON: Pummel all enemies with a chain of cartwheels and backflips.

54 POINTS: Sainthly paladin
TRAIT: Increased chance of critical hit when unarmed.

68 POINTS: Guardian
ABILITY = DEFENDING CHAMPION: A defensive ability that greatly reduces the damage inflicted by physical attacks.

82 POINTS: Holy guardian
TRAIT: +40 attack power when unarmed.

100 POINTS: Royal guardian
ABILITY = MIRACLE MOON: A miraculous technique that pummels all enemies while regenerating your own HP.

STARTING EQUIPMENT

RAPIER
TEMPLAR'S UNIFORM
TEMPLAR'S RING

CHARISMA

Most of the early abilities in the charisma skill set are narrow in application, but Fuddle and Divine Intervention certainly have their uses. The final two abilities are powerful attacks that are as good as anything from Angelo's weapon skill set. Charming Look scorches all foes while Pearly Gates deals massive damage to a group.

3 POINTS: Ladykiller
SPELL = SQUELCH: Cures a single ally of the effects of poison.

7 POINTS: Dreamboat
SPELL = FUDDLE: Sends a group of enemies into confusion.

13 POINTS: Playboy knight
ABILITY = SARCASTIC SMIGGER: Reduces a single enemy's tension by one level.

19 POINTS: Hot knight
ABILITY = ANGEL EYES: A powerful glance capable of paralysing a single enemy.

27 POINTS: Idol knight
SPELL = DIVINE INTERVENTION: Reduces a group of enemies' resistance to magical attacks.

39 POINTS: Charismatic knight
SPELL = BAN DANCE: Stops one group of enemies from dancing for several turns.

52 POINTS: Romantic knight
ABILITY = CHILLING CHUCKLE: Reduces the tension of an entire group of enemies by a degree.

66 POINTS: Crystal knight
SPELL = KAFUDDLE: Confuses all enemies.

81 POINTS: Knight of knights
ABILITY = CHARMING LOOK: A glance so powerfully captivating that it burns all enemies in its path.

100 POINTS: Knight of legend
SPELL = PEARLY GATES: Opens heaven's door to baptise a group of foes with sacred light.

GAME BASICS



Dragon Quest VIII: Journey of the Cursed King is a role-playing game (RPG) that takes place in a world dominated by monsters and magic. The objective is to lead a group of characters, known as "the party," on a quest to overcome the great evil that threatens the land. Achieve this objective by exploring the world, including all of the towns, castles, dungeons, and wilderness areas. Speak to the townspeople, merchants, clergymen, politicians, and kings who populate the cities and villages to learn about the world, and to garner clues as to where the party needs to travel next and what challenges lie ahead.

All that stands between the party and their peaceful goal is an infinite number of monsters and beasts. In order to survive encounters with these ravaging hordes, the party must be equipped with the best weapons, armour, and accessories available. You can acquire useful items and armour by searching every location thoroughly, defeating terrible foes, or purchasing the goods from a merchant.

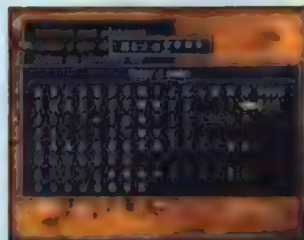
Each victory makes the characters stronger, and soon they will learn powerful new skills. If the party can survive encounter after encounter and explore their surroundings, they just might save the world from domination by the forces of evil. Against such overwhelming odds, that would be quite an accomplishment!

STARTING A GAME

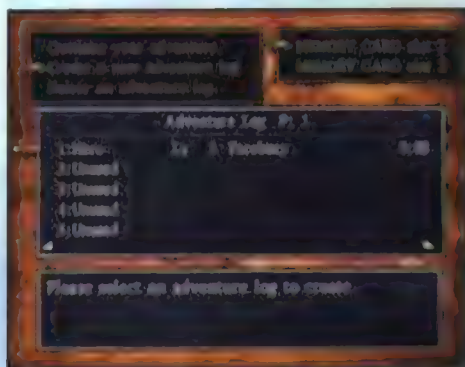


After inserting the *Dragon Quest VIII* disc into the PlayStation 2 console, wait for the opening demo to finish and then choose one of the starting options. If you've never played before, select "Create a new adventure log." Make sure that a memory card is plugged into one of the two slots on the PlayStation 2 console before starting.

Enter a name for the adventure log file to be created. This name will also be the name of the main character, referred to as the Hero throughout this guide. You can choose any name you like, as long as it's not the sort that will interfere with the gameplay.



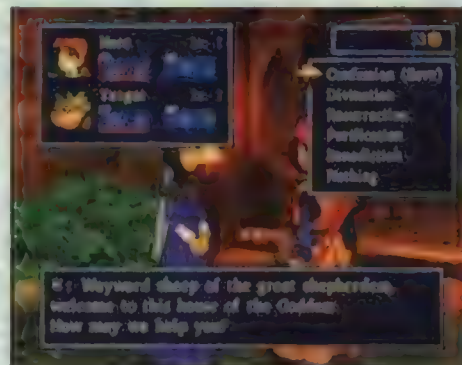
When you've entered a name for the Hero, choose "End." Select a memory card slot in which to save your game file. You can put up to 30 saves on a memory card. Choose an empty file and press the button to complete the adventure log creation sequence.



Once you've created an adventure log, you can continue where you left off by choosing the "Continue your adventure" option from the start menu. Select a memory card inserted into MEMORY CARD slot 1 or slot 2, then choose the file that contains the game you would like to load up. Usually, the cursor automatically points to the most recent saved game.

SAVING A GAME

Any time you want to stop playing, return to the nearest church and speak to the priest or nun standing at the altar. Priests offer many services, some of which require monetary donations. To record your progress in a memory card inserted into the PlayStation 2 console, choose the "Confession (Save)" option. Then select a memory card slot and a file location in which to save. If you choose a file location that already contains save data, the priest or nun then asks if you want to overwrite the data. Select "Yes" or "No" to indicate your preference, or select a blank file to create a new adventure log.



CREATE A LOG LIBRARY

If you create new adventure logs every time you save, you can go back to previous saves and replay events. This is useful if you find out that you missed a valuable item or failed to explore an area as well as you should have. However, creating new adventure logs requires additional space on the memory card, and you might need more than one memory card to create enough adventure logs.

CONFERRING WITH PARTY MEMBERS

The other party members provide hints and clues on where to go and what to do next. If you can't figure out the game's next objective, or just need a reminder of your progress after a long respite, just press the Start button for a subtle clue.

CONTROLS

CHARACTER CONTROLS

Directional buttons	Walk
Left Analog Stick	Move (Speed depends on distance stick is moved), next message
Right Analog Stick	Camera Angle
L1	Rotate camera and character right
R1	Rotate camera and character left
L2	Switch to character's point of view (First Person View)
R2	Set camera angle behind character's back
L3 (Press Left Stick)	Search, open door or chest, speak with person (same function as R2)
R3 (Press Right Stick)	Switch to character's point of view (First Person View)
△	Search, open door or chest, speak with person, next message, climb, pick up and throw pots and barrels
●	Open Main Menu, open door or chest depending on where character is standing, investigate well, read signs, climb
○	Skip messages, cancel out of options screen, disembark ship, dismount sabrecat, land godbird
□	View Map
▶	Speak to party members
START	Open Battle Records Menu

MENU CONTROLS

Directional buttons	Move cursor
Left Analog Stick	Move cursor
L1	Next page
R1	Previous page
L2	Cancel, return to previous menu
R2	Select menu option
L3 (Press Left Stick)	Select menu option
△	Select menu option
●	Cancel, return to previous menu
○	Exit Menu, Exit from Battle Records to Main Menu if applicable
SELECT	Cancel, return to previous menu

BATTLE CONTROLS

Directional buttons	Move cursor
Left Analog Stick	Move cursor
L1	Select menu option
R1	Cancel, return to previous menu
L2 (Press Left Stick)	Select menu option
△	Select menu option
●	Select menu option
○	Cancel, return to previous menu
SELECT	Exit Menu, Exit from Battle Records to Main Menu if applicable
	Cancel, return to previous menu

FIRST-PERSON VIEW CONTROLS

Left Analog Stick	Move camera
Right Analog Stick	Move camera
L1	Return to normal third-person view
R1 (Press Right Stick)	Return to normal third-person view
△	Return to normal third-person view
●	Return to normal third-person view
○	Return to normal third-person view
SELECT	Return to normal third-person view

MAP SCREEN CONTROLS

△	World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off.
L1 (Press Left Analog Stick)	World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off.
△	World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off.
●	World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off.
R1	World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off.
○	Close Map
SELECT	Close Map
	Open Map/Close Map
	Close Map

PLAY WITH ONE HAND!

Notice that the controller is mapped in such a way that the player can interact with the game solely using his or her left hand on the controller! Use the Left Analog Stick to move, and press it (L3) to interact with the environment, open doors, open chests, and so on. Press L1 to rotate and press L2 to center the camera behind the character. This allows you to play the game with one hand, and hold this strategy guide with the other!

MAIN MENU



After the opening scenes, press the ● button to open the main menu. The main menu is divided into four pages indicated by the four menu tabs on the top (Items, Magic, Attributes, and Misc.), and you switch pages by pressing the R1 or L1 buttons or left or right on the directional button. Enter the chosen page by pressing the ● or ○ button. Open the main menu whenever you want to perform one of the following actions:

- View each character's inventory and items in the Bag.
- Change the characters' equipment.
- Use healing items or cast healing spells between battles.
- Use important items that summon sabrecats or transform the party into the flying Godbird (when available).
- Read important notes and recipes.
- View the status and attributes, including magic, spells and abilities, of each party member.
- Change a character's battle tactics.
- Change the party lineup.
- Change screen, sound, and camera settings.
- Open the Battle Records menu.
- Open the alchemy pot menu (when available).
- Open the Monster Team menu (when available).

ITEMS PAGE

The first page of the main menu is the Items page, displaying all of the items held by each character and extra items contained in the Bag. The party's total amount of gold coins is shown in the lower-right corner of this screen.

Press the ● or ○ button while viewing the Items page to move the cursor to the first character in the party's lineup. Then move the cursor to the character whose items you want to view, or to the Bag.



CHARACTER ITEMS

To interact with the items in a character's possession, move the cursor and select that character. Then move the cursor to the desired item and press the **Enter** button to bring up the popup item option. The help window at the bottom of the item screen displays the description of selected items. Each character can carry up to 12 items. *The items in a character's inventory are the only items that can be accessed in battle.*



BAG OPTIONS



View Bag's Contents: Enter the Bag and interact with the items inside. While viewing items in the Bag, press **R1** to scroll to the next page of items in the Bag and press **L1** to view the previous page of items.

Organise Items: Allows you to instantly dump all unequipped items that one or all characters are carrying. For instance, if the Hero's item slots are full but he's only equipped with

five items, use this option to move the unequipped extras to the Bag without having to transfer them one by one. Items that can be used for combat (such as cheeses and certain weapons that can be used as items) will not be moved to the Bag.

Sort Bag's Contents: Rearranges the items in the Bag based on type or alphabetical order. When you sort by type, items are arranged in the following order: Items, Important Items, Weapons, Armour, Shields, Helmets, and Accessories.

POPUP ITEM OPTIONS

Move the cursor to any item in a character's inventory, or in the Bag, and press **Enter** or **Left** to bring up the popup item options.



Use: The highlighted character uses the item, either on himself or another party member, if applicable. If the item is a restorative herb or medicine, the character's status ailment is cured or they regain HP/MP. If the selected item is a tool, its function is enabled.

Transfer: The item becomes attached to the cursor, and you can then transfer it to the inventory of another character or to the Bag. To transfer an item to another character, he or she must have an open slot in their inventory.

Equip/Remove: If the item is a piece of equipment such as a weapon, garment or accessory, use this option to equip or remove the item and receive any status benefit/impediments the item provides. The attribute affected by a piece of equipment is displayed below the character's item slots. A decrease in the attribute is displayed in red numbers, and an increase is marked in green.

Discard: The selected item is removed from the character's inventory or from the Bag. Discarded items are lost permanently.

Nothing: Cancels action and closes the popup item option.

MAGIC PAGE

Certain spells can be used in battle, but some can only be used outside of battle in the field. The second page of the menu screen allows you to cast spells that can be used in the field. These include healing or status ailment-curing spells, protective spells, and teleport spells that allow the party to escape from a dungeon or return to a previously visited town. Open this menu screen and use the characters' spells to prepare for upcoming battles.



ATTRIBUTES PAGE

The Attributes page of the menu screen allows you to view all of the statistics regarding a character's combat skills and abilities. Highlight a character with the cursor, and press **Enter** or **Left** to access their attribute pages on the right of the screen. Move the directional button or the left analog stick to the right or left to scroll through the pages. The pages are displayed in the following order: Equipment and Attributes, Field Magic, Battle Spells, Battle Abilities, and Traits.

When the Field Magic, Battle Spells, and Battle Abilities pages are displayed, press **Enter** or **Left** to make the cursor appear. Use the cursor to highlight spells and skills, and read their descriptions at the bottom of the screen. It's a good idea to know the function of a spell or ability *before* attempting to use it in battle!



MISCELLANEOUS PAGE



The fourth page of the main menu allows you to perform a variety of actions.

Heal All: Restores the HP of each party member as efficiently as possible. If the characters know healing spells and have sufficient MP, the lowest possible amount of MP will be used to fully heal the party. If no spells have been learned, healing items are used from the characters' inventories (OR party's inventory).

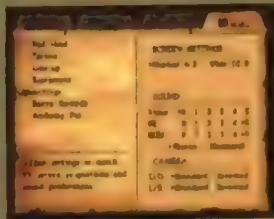
Tactics: Allows you to determine whether characters are controlled manually or automatically during combat. If you choose a tactic other than "Follow Orders," the character acts automatically in battle according to the guidelines of the chosen tactic. Tactics can be switched during combat as well. More details on tactics are given in the "Combat" section of this chapter.

Line-up: Use this option to change the order of the party. The character at the top of the party line-up is the character displayed onscreen when you're navigating through fields, towns, and dungeons. Characters placed toward the top of the line-up are more likely to be on the receiving end of enemy attacks. Characters further down in the line-up are more likely to evade attacks, and won't be targeted as often. We'd like to suggest that you keep Jessica at the bottom of the party line-up at all times, due to her typically lower defence and HP attributes.

Equipment: Provides an alternate method of changing the character's equipment. Items in the selected character's inventory are displayed according to type, rather than all together.

Settings: Here, you can change the aspect ratio of the display to better suit widescreen monitors, adjust the volume of music, sound effects, and character voices, and change camera control options.

Help: At key points during the beginning of your adventure, you will be shown some helpful hints and explanations about the game. Refer to this section for reminders.



Battle Records: Another method of opening the Battle Records menu, detailed in the next section.

Alchemy Pot: Opens the Alchemy Pot menu, when available.

Monster Team: Opens the Monster Team menu and allows you to select available monsters to fight in Merne's Monster Arena. More details on the arena are provided in the "Side Quests" chapter.



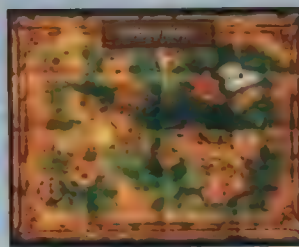
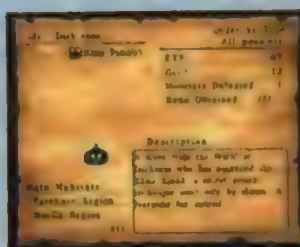
BATTLE RECORDS MENU

While King Trode accompanies the heroes on their journey, he keeps a log of everything they experience. Trode records data on enemies defeated, items handled, and alchemy pot recipes collected. View this information in the Battle Records menu.

The main page of the Battle Record displays the log overview, including statistics such as the distance travelled, the battles fought and won, and other facts regarding your adventure. Choose one of the three options to view one of Trode's collected volumes.

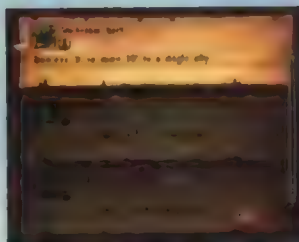
DEFEATED MONSTER LIST

All of the creatures that the party defeats in battle are added to the Defeated Monster List. Various statistics are listed for each monster, such as Experience Points (EXP) and gold coins (Gold) acquired when the monster is defeated, the number defeated thus far, and any items it's dropped. Items must be dropped by the creature at the end of the battle in order to be added to the Defeated Monster List. The monster's main habitats are also listed.



COLLECTED ITEM LIST

Every item obtained by the party, irrespective of whether it's still in your possession, is added to King Trode's Collected Item List. Items and their descriptions may be viewed all at once, in order by type, or by individual type. This menu is handy if you're shopping and want to purchase something you used to own, but cannot quite remember its function.



ALCHEMY RECIPE BOOK

As the heroes continue on their journey, King Trode eventually decides to reestablish the ancient practice of combining items to form new ones in a device called an alchemy pot. The combination of two or more items is called a *recipe*. All of the alchemy recipes that the heroes successfully combine, read about in books, or hear rumors of are collected and catalogued in King Trode's Alchemy Recipe Book. This book is viewable both from the Battle Records menu and the Alchemy Pot menu.

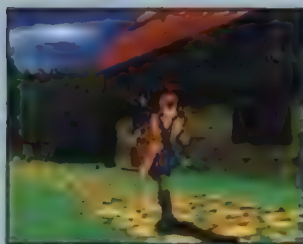


Recipes can be viewed all at once, or according to the type of resultant item. It's also possible to view only those recipes that have been heard of or hinted at, but haven't been used to create an item.

If the resulting item or the ingredient is a known item, the name will appear in a black font. If the item produced from the recipe is unknown, three red question marks are shown. If the party has only a vague idea of what the item or the ingredient might be, a clue appears in green letters.

MOVEMENT

Move the character around towns, castles, dungeons, and the field with the left analog stick. The character moves in the same direction onscreen as the left analog stick. Therefore, if you move the left analog stick left, the character runs toward the left side of the screen. Move the left analog stick to the right, and the character goes right. Move the left analog stick up, and the character moves toward the horizon. Move the left analog stick down, and the character moves toward the screen. The character can also move in any diagonal direction relative to the movement of the left analog stick.

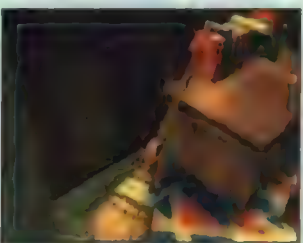
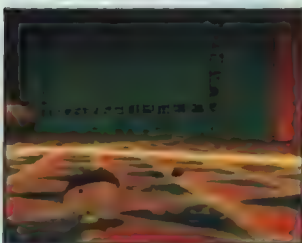
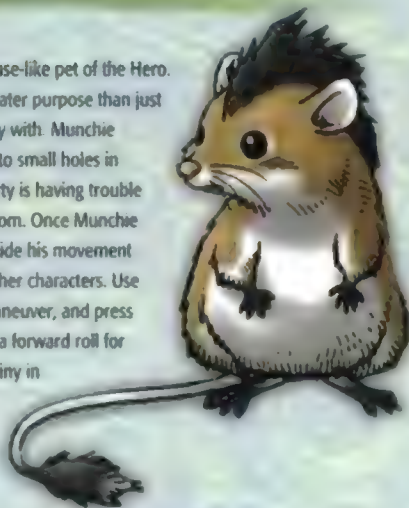


The character's speed of movement is determined by how far you move the left analog stick. Move the left analog stick as far as it will go to run at full speed, or only a little way to walk. The directional button can be used to make the character walk as well.

Walking is sometimes better than running, especially if the ground is icy or slippery. Running over an icy bridge can be dangerous, because the party might fall over the edge!

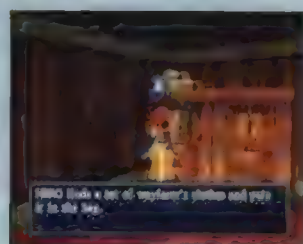
MUNCHIE

Munchie is the small mouse-like pet of the Hero. However, he serves a greater purpose than just being cute and fun to play with. Munchie is tiny enough to crawl into small holes in walls, especially if the party is having trouble getting inside a locked room. Once Munchie is on his own, you can guide his movement the same as any of the other characters. Use the left analog stick to maneuver, and press the **○** button to perform a forward roll for fun. Since Munchie is so tiny in stature, he can't jump up and unlock doors for the Hero to walk through. But perhaps there's something in the room that's light enough for Munchie to carry back to his master...



ACQUIRING ITEMS

Aside from winning battles, the second best way to improve the fighting abilities of the characters is to collect the best possible items and equipment. There are several ways to collect items. To get the most out of the game, be sure to practice all of the following item acquisition techniques, all of the time.



TYPES OF ITEMS

Finding items is important, but knowing what to do with those items is essential. Keep in mind the types of items on hand, and use them as soon as needed to keep the characters healthy, strong, well protected, and fighting at full potential in every battle.



MEDICINES

Medicines take the form of herbs, roots, modures, elixirs, and potions. You can use medicines only once, and they disappear from the inventory when used. They can be used in the field or during combat, if contained in a character's personal inventory.

SEEDS

A character can eat a seed to improve an attribute. This allows you to develop characters more effectively than by simple leveling up, by strengthening the defence of a character who seems to take too much damage from physical attacks (Jessica), for example, or by boosting the agility of a slower character who's always getting left behind (Yangus).

MISCELLANEOUS USE ITEMS

Miscellaneous items include field-affecting items and attack items usable in combat. For instance, phials of holy water stop random battles with weaker monsters from occurring as long as their effects are active or the character remains in the area of effect. Chimaera wings can be used to warp the party instantly to any previously visited town or city, when they need rest or additional supplies. A rockbomb shard is an attack item that can be used in combat to cause damage to all enemies. This category also contains unique items such as Bauren's bell, which summons a sabrecat for riding swiftly across long distances.



CHEESE

The Hero can feed cheese to Munchie during combat, provided that a piece is handy in the Hero's personal inventory. What happens when Munchie eats certain types of cheese in battle, no one knows. We leave it to you to experiment during battle and find out the surprising results on your own. A variety of cheeses with various effects can be created in the alchemy pot.

ALCHEMY ITEMS

Some items are used exclusively in the alchemy pot. When combined with one or two other items, they mix together to form a new item. For instance, fresh milk and rennet powder have no use individually. But when combined in the alchemy pot and allowed to simmer, the two mix together to form plain cheese. And we all know what happens to Munchie when he eats cheese during battle. Or do we?

RARE COINS

By opening certain chests or defeating special monsters, the party can acquire rare coins that can be sold or traded at a high profit. Although coins can be sold to any merchant, mini medals are another story. Someone in the world is rumored to be searching for them...



IMPORTANT ITEMS

Important items often serve a function in the game when the party merely possesses them. For instance, owning the world map allows you to view the entire world at a glance when travelling in the field. The thief's key allows the party to unlock treasure chests that may have extra security. Some important items are found or received, and some are created in the alchemy pot. Sympathetic people along the journey will hand many important items to the party. Most important items have a story-driven purpose and may be required by other non-player characters in the course of events. If you acquire an important item and have no idea what to do with it, speak with all of the people you've met. With the item in your possession, they may have something of relevance to say.



WEAPONS

Of the five types of equippable items in the game, weapons are perhaps the most interesting! A weapon improves the attack power of the character who wields it. The type of weapon also determines whether the character can attack one enemy or several enemies per turn. Without weapons, the character must rely on leveling and bare mitts to get the job done. Then again, maybe there's something to be said for barehanded brawling...



ARMAMENTS

Armaments are divided into four types of protective items that a character can wear to improve his or her durability in combat. Armaments include suits of armour, shields, helmets, and certain accessories. Stronger armour reduces the amount of damage taken during battle. Sometimes armaments may have additional benefits, such as reflecting spells or regenerating the wearer's HP every round. Check item descriptions in the menu for details.

ACCESSORIES

Small accoutrements, such as rings and bracelets, that improve one of a character's attributes are known as accessories. Equipping such items may raise a character's attack, defence, wisdom, or agility, improving damage, protection, magical power, or combat speed, respectively. Accessories may also have a secondary ability, such as making a wearer resistant to certain status ailments.

GAME TIPS

TYPICAL ITEM LOCATIONS

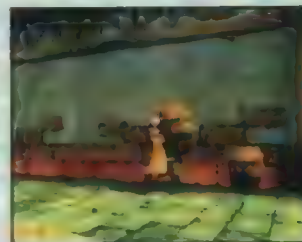
When you're searching towns, go into homes and places of business to find useful items and equipment. In dungeons or caves, items are often located in side rooms off the main corridors. Items are rarely out in the open, but are usually inside containers of various types. If you learn to identify the types of containers that may hold items, finding plenty of useful things to wear or sell should be no problem.

BARRELS AND POTS

Wooden barrels and clay pots can be picked up by the character, carried around, and then shattered on the floor. If an item is inside the barrel or pot, the character obtains it immediately.

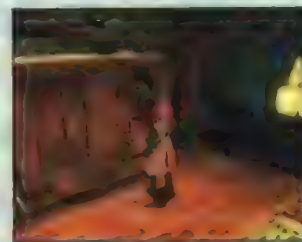


To pick up a barrel or pot, stand facing the object and press the **○**, **●**, or the **L3** button. You can throw the container immediately, or carry it to a clearer spot. Press any of these three buttons a second time to toss the breakable object to the ground, smashing it.



CABINETS

You can open cabinets with doors while searching towns and castles for items. Stand facing the cabinet doors, and press the **○**, **●**, or the **L3** button to open them and search the inside. If an item is available, the party collects it immediately.



ITEM BAGS

Bags hung from pegs on walls may also contain items. To search a hanging bag, face it and press one of the search buttons. The character sticks his arm in and feels around.



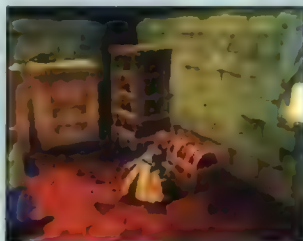
BOOKSHELVES

Sometimes important books can be found on bookshelves. By reading these sagely volumes, you might be able to learn clues regarding upcoming challenges. Some books contain interesting information regarding the history of the world in which the characters live. However, some bookshelves contain absolutely nothing of interest. Whenever you decide to stop and glance across the titles on the book spines, you risk wasting your time, but the rewards can be great. Some books may allude to recipes for the alchemy pot. This is, in fact, the number one method of learning alchemy recipes in the game.

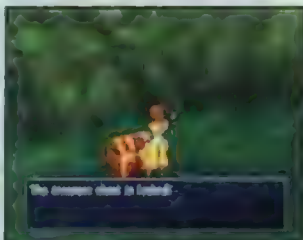


CHESTS

Treasure chests must be opened from the front, so examine the chest in first-person view if needed to determine which side to stand near. Press the search button to open the chest and collect the item inside. Be cautious, however, because horrible monsters called mimics like to pretend to be treasure chests sometimes. If a party opens a chest that turns out to be a mimic or a cannibox, a fierce battle ensues.



Some treasure chests are locked and require a special key to open them. There are three keys in the game that will unlock a sealed treasure chest: the **thief's key**, the **magic key**, and the **ultimate key**. Each key is greater than the last and opens more types of treasure chests. Once you find the ultimate key, all the previous keys can be discarded or used in the alchemy pot, if possible.

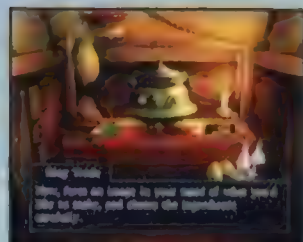


DEFEATED ENEMIES

Sometimes when the party wins a battle against a monster party, one or more of the monsters may drop an item. This is another way to acquire items. If you need an item for the alchemy pot, and you know that a particular monster in a certain region sometimes drops that item, do some additional hunting there for a while.

ALCHEMY POT

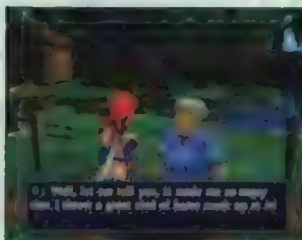
Certain items can only be acquired by combining them with other items in the alchemy pot. Therefore, it can be hard to discard or sell any item because it may be a key ingredient in a rare mixture. We leave it up to you to determine which items must be obtained via alchemy. This research shouldn't be hard, especially if you use the recipes found in the "Alchemy Pot Recipes" chapter.



NON-PLAYER CHARACTERS

Anybody you meet during the course of the adventure who's not in your party is considered a non-player character, or *NPC*. These NPCs are the number one source of clues and information in the game, and speaking with them is the best way to learn where to travel next and what dangers may lie in wait there. Speak to any NPC by approaching within a few steps of them, facing them, and pressing the **Q**, **E**, or the **L3** button.

NPCs move around and live their lives just like ordinary people. For this reason, they're usually not found in the exact same location after the sun goes down. Many times, the things an NPC says at night differ from what they say during the daytime. Therefore, it's important to speak to everyone in the light of day, and again after dark.



MAPS

While visiting a populated town, city, or castle, press the **Q** button to view a colorful hand-drawn map of the area. Maps show the streets and buildings, which can aid navigation. Icons placed over important locations in town show you where to stop for a night's stay, a quick confession, or a stout drink.



MAP ICONS

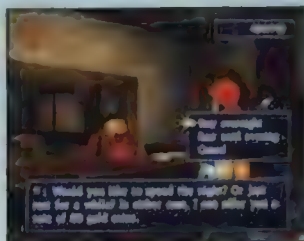
	Inn		Item Shop		Pub
	Armour Shop		Church		Well
	Weapon Shop		Gold Bank		

TOWNS AND CASTLES

When travelling through populated areas, the party normally doesn't encounter monsters unless they invade a town in the course of the story. Therefore, it's alright to relax and take things easier when you're hanging out with the locals. Towns also have several beneficial services that the party can take advantage of, usually for a price.

Inns

The party can rest at a local inn, either overnight or until evening, usually for a fee. Whether you decide to stay until evening or overnight, resting at an inn fully restores the HP and MP of all party members. The rate differs from town to town and depends on how many people you have in your party. Usually, the towns you visit later in the game will charge higher rates per person. Please note that staying at an inn will not bring back a fallen party member.

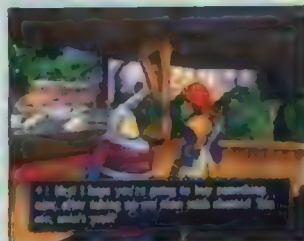


By staying overnight, the party can set out at first light when the monsters are weaker. By resting until evening, the party can visit areas at night when the circumstances are different, or cross the fields when the monsters are more challenging.

Shops

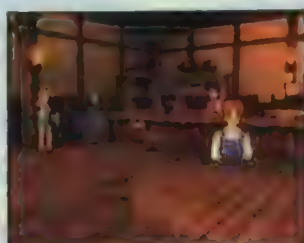
Merchants set up permanent stores in towns. Typically, these peddlers stock an assortment of items and equipment that protect travellers from the monsters in the region. For example, the peddlers in Farebury sell weaker equipment for a lower price, whereas the merchants in Ascantha sell more expensive gear. The monsters in the Kingdom of Ascantha are much more powerful and dangerous than the ones near Farebury, so it all makes sense.

When you want to see what a merchant has for sale, observe proper etiquette by speaking to the clerk from across the counter. If you go behind the counter and speak to a merchant, typically they won't sell you items. However, they may still have something interesting to say...



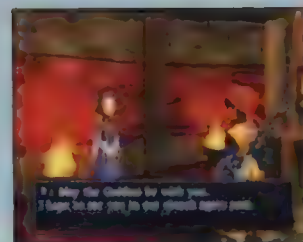
Pubs

Pubs are where the common folk gather, along with the runts and rogues. The town pub is the place to go if you're looking to meet someone important, or if you want to hear the local gossip and rumors.



CHURCHES

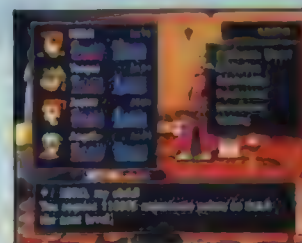
A priest or a nun inside a church, usually standing behind an altar, will hear the party's confession for free. Confession is a fancy way of saving your progress in the game. Anytime you want to stop playing, warp back to the nearest town and make a confession before quitting the game.



Churches offer many other helpful services, as listed on the church menu. Many of them require a donation, which sometimes costs more than you want, or can afford, to pay.

DIVINATION

The priest or nun looks deep into the soul of each character and determines how many more experience points he or she needs to accumulate before reaching the next level. Divination is free, and it's extremely useful when you're planning whether to push onward or spend some time hunting monsters in the field.



RESURRECTION

Death is a reality of battle, and when allies fall in combat, the entire party is weaker as a result. Retreat to the nearest church and seek the aid of a priest or nun in resurrecting dead characters. The church requires a fee to bring each deceased character back to life. The clergy quotes the amount of gold coins required to perform this action. The higher the level of the deceased person, the more gold coins the church requires.

If the entire party falls in battle, the bodies are collected and taken to the church in the nearest town you've visited. All characters are revived automatically, at a cost of half the party's gold coins.

PURIFICATION

Poison is a status ailment that continues afflicting characters even after battle. If an antidote or the proper spell isn't available, return to the nearest church and seek the aid of a priest or nun. Purification is an extremely cheap service. The further from civilisation you go, the more it will cost you.

BENEDICTION

Curse is another status ailment that affects characters in the field. Although some enemies can curse characters during battle, the effect is usually temporary. However, some weapons and equipment are cursed permanently. When they're equipped, the character becomes cursed immediately and cannot take action in battle. The only way to remove the cursed equipment is to return to a local church and seek benediction services. Benedictions aren't nearly as cheap as purifications, and the amount of gold coins required is determined by the affected character's level.

CONFESS

GOLD BANKS

A few major cities and even a few offbeat locations provide financial storage solutions. The point of giving money to Gold Banks for safekeeping is to avoid losing half your earnings if the party is wiped out in battle. The church cannot touch money stored in a Gold Bank, so it's safe. Gold Banks become available as the party explores new areas, so be sure to store most of your wealth there, and carry only what little gold coins you need to get by.



HOUSES

Many people live in towns, and they generally dwell in houses. Speak to the people inside these homes, and search their cabinets, barrels, pots, bags, and chests for useful items. Some people obviously have no idea what kinds of cool stuff they have tucked away in their cupboards, because they don't seem to mind parting with it!

CASINOS

Gambling halls in the towns of Pickham and Baccarat provide a fun diversion from the trials of saving the world from evil. To play the slots, bingo, and roulette, you need tokens. There's usually a counter inside the casino where you can buy them, at a rate of 20 gold coins per token. Try to keep the price of a token in mind when you're placing bets of five or more on a single spin of the wheel. Tokens can be exchanged for the weapons, equipment, and items offered at the exchange counter, also located inside the casino. As long as you have at least a single token, you can view all the wares that are available at the exchange counter to determine how many tokens you will need for the item you want.



WELLS

Towns need a source of water, and many have old-fashioned wells. The characters can climb down into a well and find hidden chambers underneath the towns. The discarded items you find inside a well may turn out to be of great benefit to the party!



DAY AND NIGHT EFFECTS

The daytime is when towns usually have the most activity. At night, many of the townspeople traipse home for some well earned rest. As nighttime settles in, NPCs change locations and shops close. The only places that stay open 24 hours are the churches, inns, and casinos. Sometimes people lock their front doors against intruders, so it may be harder to search for items at night. But some citizens only come out after dark, so perhaps the nighttime is just as good a time as any to visit a town!



FIELD

Whenever the party leaves the comforts of a town, city, or castle, they enter a giant wilderness known as the field map. While moving in the field, the heroes encounter randomly generated parties of monsters roughly every 10-25 steps, depending on the terrain and the time of day. Without the safety of nearby inns and churches, search and survival skills in the field are extremely important.



COMPASS

While you're navigating in the field, a directional compass appears in the lower-left corner of the screen. Use the compass to move north, south, east, and west. Sometimes certain NPCs will tell the party to head south to find a certain location. Without a world map handy, the compass is the best tool to help you get there.



TERRAIN

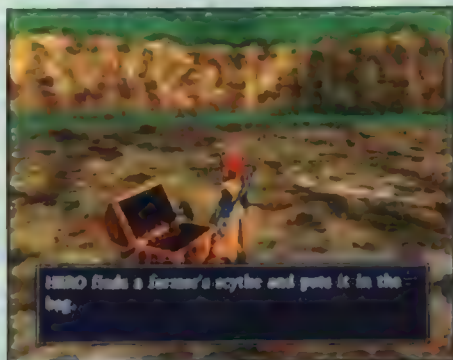
The type of terrain the character walks upon determines several factors, including the frequency of monster encounters and the types of monsters. Areas with plenty of trees are referred to as forests, sandy areas are beaches or deserts, and everywhere else is fields. Even walking on a dirt road is safer than walking in the green grass. Pay careful attention to the type of terrain surrounding the character.



The party takes constant damage when walking over certain types of terrain, such as poisonous swamps. The types of monsters in swamps are more likely to inflict status ailments on characters as well.

FIELD TREASURE CHESTS

Look for lone treasure chests while navigating across the field map. Most of them aren't located right by the beaten path, but rather behind cliffs or at the edges of lakes. Field treasure chests contain items just like the ones located in towns and dungeons. Many field treasure chests are locked and cannot be opened until you find the proper key.



INFAMOUS MONSTERS

In certain areas in the field, monsters are visible on the map. As the character approaches, the monster may run away or may rush forward and attack. If it attacks, a battle begins. Monsters that are visible in the field are unique creatures that aren't encountered anywhere else in the game. Some infamous monsters only appear at night while others only appear during the day. Certain ones also appear in as many as four different locations! If you defeat them, infamous monsters often drop rare coins that can be sold for high amounts of gold coins. And you may find out that the infamous monsters serve another purpose in the game, if you talk to the right people...



DAY AND NIGHT IN THE FIELD

The more time you spend exploring the field map, the darker the day becomes. As dusk fades and the stars come out, the situation changes in the field. Not only is the environment harder to see, but the monsters you encounter at night are much tougher than the ones you fight during the day. When inexperienced characters are caught in the field at night, it may be a wise idea to warp back to the nearest town and sleep in a safe inn bed. Better that than recklessly plunging forward and losing allies in unnecessary battles, especially when you consider how much it will cost to resurrect them. Then again, if the encounters in your current region have started to lose their flavour, perhaps travelling at night is just the challenge the party needs to keep leveling up at a good pace.



GAME INFO

TRANSPORTATION

Because travelling the field requires the party to go long distances, it's impossible to reach all parts of the world on foot. Once you've explored the farthest reaches of the eastern hemisphere, the party must seek out some means of sea travel. Then you can chart the vast oceans and find out what else this fantastic world has to offer. The party continues to have random battles against monsters that board the ship at sea.



Dock the ship by moving toward any piece of land until the option to disembark appears onscreen. The party docks the ship and goes ashore to explore on foot. To board the ship again, move along the ship's portable pier until the characters take to the seas once more. Using chimera wings or a Zoom spell is no problem, because the ship changes location to be conveniently accessible to the party no matter where they go.



Great sabrecats are another way of travelling long distances quickly. To acquire a sabrecat for riding, the party should speak to someone who trains them for a living. You can dismount from a sabrecat at any time by pressing the ● button. The party continues having random battles while riding sabrecats, although at a greatly reduced rate per distance. Perhaps another means of easy travel is available... something in the sky?



DUNGEONS

The term *dungeon* refers to any unpopulated indoor location with a heavy concentration of monsters, possibly a few tricks and traps, and maybe one or two environmental puzzles to unravel. You'll also run into the leaders of the monsters, also known as the bosses.



MOBILE STATUES

Sometimes you can move objects such as statues across flat areas. To move an object, face the side of it and press the , , or the L3 button to grab hold. Then use the directional button or the left analog stick to make the character push the object forward, left, or right, or to pull it backward. Statues can be moved in one of four directions, depending on where the character is facing. To move the statue at a slightly better angle, change to another side of the statue and try moving it from there.



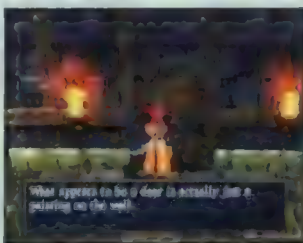
LEVERS AND SWITCHES

Machinery in dungeons presents a conundrum. Pulling a lever or switch may help the party down the road, or it may release a trap that instantly springs into action! Levers sometimes reveal hidden corridors or raise collapsed mechanical staircases so that the party can access new areas.



TRAPS

You'll find various types of traps in dungeons. What looks like a perfectly normal door could be a spring-loaded trap that pushes the party through a hole in the floor the level below, so they have to fight their way back up. Another setback is when you navigate through a room improperly and are locked in a corridor leading back to the starting point, rather than heading for the exit. Whenever you begin to sense a trap, it's better to stand still and think about how to proceed, rather than plunging blindly ahead.



DAINGEROUS GROUND

As in the field, walking on certain types of terrain may cause damage to the party, such as purple or green acid pools and spiked floors. When the character starts flashing red and you hear a striking sound effect, it means that everyone in the party is suffering small amounts of damage with each step.

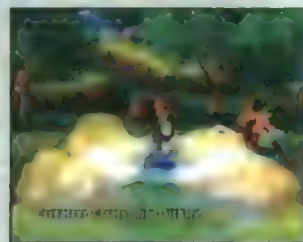


COMBAT

Your party lines up directly across from the monster party, in the order determined by the Line-up function in the main menu. Characters at the head of the line-up are more likely to be targeted, and more likely to take damage from enemy attacks. During combat, you issue menu commands to the characters. The characters then carry out their orders when it's their *turn*. The monsters respond with attacks or actions of their own. When all monsters and all characters have had a turn, one round of combat has passed.



Read the following sections to better understand the combat system, and to learn how resolve conflicts swiftly and efficiently with the least amount of damage to the party.



RANDOM ENCOUNTERS

Every step the onscreen character takes into a monster-filled region or dungeon is counted, and this count determines when the next battle occurs. In the field, the characters can walk roughly 20-25 steps before triggering an enemy encounter. In rougher terrain, such as the forest, beach, snow, or desert, battles occur every 15-20 steps or so. In dungeons, battles occur every 10-20 steps, depending on the difficulty level of the lair. Sudden battles triggered by character movement are known as *random encounters*. Speaking to or touching unique monsters or NPCs may also trigger battles.



ROUND COMMANDS

At the start of each round, the Round Command menu appears. Before doing anything else, you can flee from battle, intimidate and try to scare the enemies off, or change each character's battle tactics.

Fight: Issuing this command opens the Character Turn Command menu, where you input commands for characters who are set to Follow Orders. Characters set to automatic tactics behave accordingly.

Flow: This command makes the party flee from battle. Whether or not the party gets away depends on whether escape is allowed. During many event battles, fleeing isn't permitted. However, during most random encounters, the party has a chance to escape.

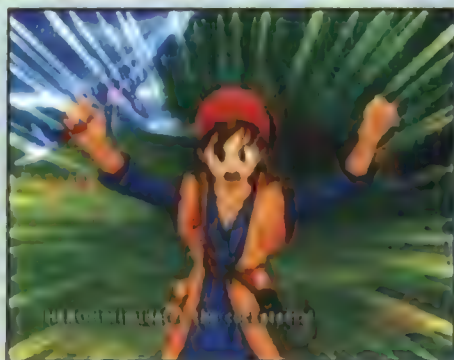
The chance of fleeing is determined by a number of factors. Although it is mainly based on luck, there are other things to consider. For example, the more turns that take place in battle, the higher the chance there is to flee. Also, if the party's level is much higher than the monsters' level, the chance to flee is 100%. If one or more characters are killed during battle, try to flee in the next round to avoid complete annihilation. Fleeing prevents characters from receiving experience points or gold coins, even if monsters have been eliminated.



After fleeing, use chimæra wings or a Zoom spell to return to the nearest town with a church if you're low on HP.

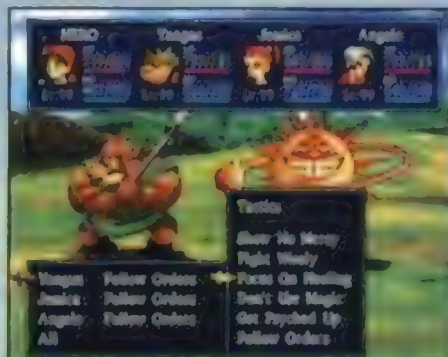
Intimidate: This command makes the characters attempt to frighten off enemies, reducing the size of the monster party and making it easier to win the battle. The character who's first in the lineup gets the first chance to try. Making an ugly face and screaming, he or she tries to drive off the monsters.

Intimidating monsters may scare them away from the battle, or it may have the opposite effect. Higher-level monsters may become enraged and get an extra attack. Therefore, it's not wise to go around intimidating monsters haphazardly, especially when your party is at very low levels or are just entering a new region. Each time you give the Intimidate command, the next character in the lineup tries to intimidate the enemies. Intimidation never works on boss monsters, but it may drive off any underlings serving them.



TACTICS

This command allows you to change how characters are controlled during the course of the battle. Characters set to the Follow Orders tactic are controlled manually using the Character Turn Command menu. Characters who have been assigned any other tactic fight automatically, casting spells and using abilities according to the tactic selected. Tactics can also be changed between battles using the main menu. The Hero cannot be assigned a tactic; you have to input his commands every round.



Show No Mercy: Characters unleash their most powerful attacks against foes, regardless of MP cost or item consumption.

Fight Wholy: Characters use spells and abilities with minimal MP cost, unless they or an ally are close to death.

Focus on Healing: Characters use healing spells and abilities on any ally in the party who's below their maximum HP.

Don't Use Magic: Characters use only physical attacks to strike foes. Be sure to switch to this tactic when characters are running low on MP.

Get Psyched Up: The character psyches up to increase tension every turn until strong enough to cause high damage. The character won't attack or use spells or abilities until the appropriate amount of tension is reached.

Follow Orders: The default setting for all new party members. You manually input a command for each character every round. This is the surest way to make sure each character is behaving appropriately during combat.

CHARACTER TURN COMMANDS

When you select the Fight command from the initial command menu, the Character Turn Command screen appears. You can choose battle commands for the Hero and any other characters who are set to the Follow Orders tactic.



ATTACK

The character physically assaults the targeted enemy or enemies. Equipped weapons determine whether characters can strike single or multiple targets, and strengthen their attack. Physical attacks are the best way to defeat most monsters.



COMPANION

SPELLS

As characters reach higher levels, they will automatically learn some magic spells for use in combat and in the field. Some spells can be learned only by speaking to a certain NPC. Choosing the Spell command opens the selected character's Spell menu. Move the cursor to highlight spells, and choose an appropriate one based on the situation and the spell's description. Most spells require MP consumption and cannot be cast if the character has 0 MP. Replenish MP by consuming items such as magic water and elixir, or by resting at an inn.



ABILITIES

After gaining a few levels, characters start to receive skill points upon leveling up. While the victory display is still active, you can distribute skill points to any of the characters' weapon or personality skills. When enough skill points are attributed to a skill, the character learns a new ability.



Abilities associated with weapons might only become available in combat when a character equips a certain type of weapon. Many abilities consume MP and cannot be used if the character has insufficient MP remaining. Abilities tend to allow characters to damage enemies while inflicting status ailments upon them.



DEFEND

When you issue the Defend command, characters raise their guard (and/or a shield, if equipped) in preparation for attack. The character can do nothing else for the remainder of the round. Note that if the enemy's attack value is low and the party's defence value is high, there is a higher chance that the enemy's attack will miss. Issue the Defend command if it looks like the enemy is about to perform a particularly powerful attack that could greatly reduce the characters' HP or even kill them.



ITEMS

Choose this command during combat to view the personal inventory of the selected party member. Characters cannot use items stored in the Bag during combat, so it's important for each hero to tote around a few healing items and perhaps some powerful attack items, such as a piece of cheese or a rockbomb shard. Some weapons and armour pieces can be used during combat to cast spells, so try filling your characters' inventories with a variety of items and using them in combat.



PSYCHE UP

This command causes the character to focus their energies, raising their tension level. No other action can be performed during the turn. Each time a character's tension level rises, all of his attributes increase. This means that characters can cause more damage with their attacks or spells, are slightly less likely to be hit, sustain less damage from enemy attacks, and administer greater healing when items or spells are used.



The first time a character psyches up, his or her tension increases by 5. The second time, it increases by 20. So it's important to psyche up at least twice just to be serious about it.



On the third attempt, there's a chance of failure to psyche up. The character doesn't lose any tension, but doesn't gain any either. If the third attempt is successful, the character's tension increases by 50. At this point the character reaches a state of *high tension*.



As characters increase in experience level, past level 20, they can reach an even higher tension level. Reach a tension increase of 50, then try to psyche up again to a tension increase of 100. In this extremely intense state, you can even kill powerful foes with one strike.

When there are many enemies in the monster party, it's difficult to psyche up because the characters leave themselves vulnerable to attack. It may be wiser to have one character psyche up and attack while the rest of the party performs regular attacks and healing procedures every round. During boss fights, when the party usually faces only one foe, it's easier to spend the first few turns raising tension.



When the Hero reaches super high tension, he transforms!

However, observe boss monster attack patterns and use tension appropriately. Many boss monsters can drop the tension level of one or more characters back to normal, negating all the effort it took to psyche up. If a boss is capable of this, avoid spending too many turns trying to psyche up to higher levels.



Certain monsters can use tension to make themselves stronger and harder to defeat.

TARGETING

After choosing an attack, spell, or ability from the Character Turn Command menu, you need to choose an appropriate target for the attack. Move the cursor across the row of enemies, and select the foe that's most likely to cause the most damage or inflict status ailments that could impair the party or prevent them from attacking.



EARLY STRATEGIES

Targeting is extremely important during the early portion of the game, especially when only Yangus and the Hero are playable. In every battle, the first order of business is to reduce the number of enemies in the monster party. This way, the enemies get fewer turns to act. When your party enjoys more turns per round than the enemies, healing and raising tension becomes much easier.

As should be evident in even the very first battle in the woods west of Farebury, Yangus is a bit stronger than the Hero and inflicts more damage. This means Yangus can defeat an enemy in a single turn, whereas the Hero may need to attack a foe two or more times to defeat it. When you're targeting enemies, make sure that the Hero targets one foe while Yangus targets another. Yangus should have no problem wiping out his enemy, while the Hero's foe is wounded but still active. On the next turn, have Hero finish off the enemy he attacked in the previous round, while Yangus targets the third foe.



If you use targeting properly, this strategy enables you to eliminate three foes in two rounds. If the Hero and Yangus both target the same foe every turn, you'll find that Yangus is always cleaning up after the Hero. The longer a battle goes on, the more opportunities your foes will have to attack, and the more restorative items your party will therefore need to consume.



THE PARTY EXPANDS

Even after more members join the party, targeting remains important. Jessica uses multiple-target spells and weapons such as whips. With her abilities, she can target and strike groups of same-species monsters that are in line. For example, if a monster party consists of a slime, three candy cats, and another slime, Jessica can attack the three candy cats simultaneously with a whip or a multi-target spell. Since the candy cats separate the two slimes in the lineup, Jessica cannot strike both slimes at once.

Therefore, command Hero to target the first slime, command Yangus to target the last slime, and command Jessica to target the three candy cats in the middle. At the end of the first round, one slime should be dead, along with one or more of the candy cats in the middle. The other slime and the remaining candy cats should be wounded and easy to take out in the next round. With this strategy, you can take out a large number of foes in as few rounds as possible.

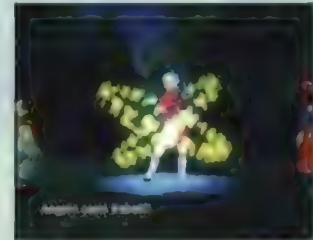


CANDY CATS

FOUR FOR ONE AND ONE FOR ALL

When Angelo finally joins the party in the fourth spot, targeting becomes less of a concern. Use the first round to increase the attack power or defence of the characters with Angelo's spells, or heal up in preparation for impending damage. Continue forming strategies that remove as many enemies from the battlefield as possible, as quickly as possible, reducing the number of enemy turns and enabling the party to retain the upper hand.

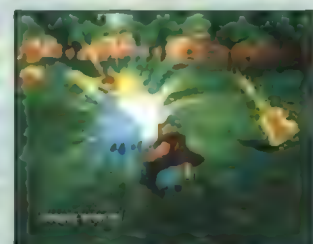
Sometimes one or more highly powerful foes appear in a party, as well as several weaker enemies. If it's evident that a character can't take out one of the bigger foes in a single turn, it may be more efficient to spend the first round taking out all of the smaller foes. For instance, if a monster party consists of three she-slimes and three hammerhoods, take out all of the she-slimes immediately. Although the hammerhoods cause more damage than the she-slimes, the monster party has fewer turns available per round because the smaller foes are all eliminated. Now it should be easy to double-team the hammerhoods for the next few rounds until they're defeated.



Defeat any monsters with character-debilitating abilities before the ones that only perform normal attacks. For instance, if one of the monsters can inflict Curse, rendering one of your characters immobile for the next several turns, that monster must die as soon as possible!



Enemies that can summon additional enemies to join the battle are your highest priority. Dingalings are some of the first enemies that can call allies to their aid. When they ring, they call forth an endless number of powerful jargon monsters. The party's survival depends on eliminating the dingalings immediately, no matter how many jargons appear in the meantime.



INITIATIVE

After you've issued commands to all characters with Follow Orders as their tactic, the battle ensues. How quickly a character can execute his or her action is based on their agility attribute, in comparison to the agility of allies and the monster party. For instance, of all the party members, Jessica's agility is usually the highest, so she will most likely act first. Yangus's agility is a lot lower, and therefore he probably won't get to attack until after all the others. In fact, depending on the enemies, Yangus might have to wait until after all of the enemies have had their turns too!

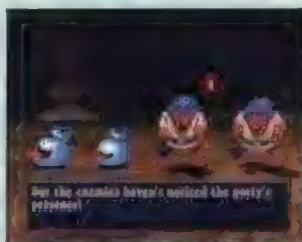


Pay attention to how initiative is working out in battles. If a character like Yangus isn't effective during a fight, equip him with agility-boosting rings or accessories. After all, Yangus is the heavy hitter. The sooner he attacks, the less damage the party sustains from enemy hits.

SURPRISE ATTACKS

Occasionally, the party may get the jump on a monster party when a battle begins. This is indicated by a battle message at the bottom of the screen that the monsters are "too stunned to move." This means that none of the enemies have any turns for the first round, allowing you to act first. Use this opportunity to attack the enemies and reduce their numbers, to heal, or to psyche up and build tension.

Sometimes monsters ambush the party and get to perform attacks or actions without allowing the heroes to counterattack. It may be important to spend the first round healing characters who have sustained multiple hits before you return fire.



HEALING

Damage from enemy attacks reduces the party members' hit points (HP). When a character's HP drops to zero, he or she dies. Dead characters can't act in battle and don't receive experience points from defeated foes. To prevent beleaguered characters from dying, use items and magic to replenish their HP.



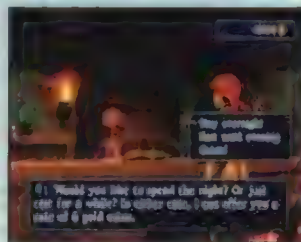
In the field, the best method of healing is with magic spells. The Hero and Angelo both learn healing magic fairly early on, so it falls to them to keep the rest of the party in shape. Make sure the Hero and Angelo get to wear the best protective equipment possible, so that they die less often and can heal or revive the others. Yangus might also learn a few minor healing spells, depending on how his skill points are assigned. However, magical healing is only possible as long as the spell caster has magic points (MP) remaining.

In the early stages of the game, before the Hero learns to heal magically, you must use items to regain HP. Purchase plenty of medicinal herbs at shops, and be sure to transfer them to the personal inventory slots of Yangus and the Hero. Even after the characters start to learn healing spells, make sure each character carries a few herbs just in case MP runs low. This is a good strategy to consider until Angelo joins the party.

The best method of restoring HP and MP is at an inn. For a reasonable price, the party can sleep in a comfy room and wake up some hours later with full HP and MP. Don't get too comfy, though. If the party never ventures farther than the first inn, how can you ever finish the quest?

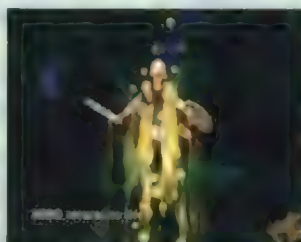


MP can only be recovered during battle by consuming magic water or elfin elixir, or by using certain abilities. These items aren't sold at most shops and are rarely found in towns, dungeons, or the field. When the party starts running low on MP, the best idea is to return to the nearest town and get some rest.



RESURRECTION

As mentioned previously in this chapter, you can resurrect fallen comrades by visiting a church and making a sizable donation to the clergy. As characters like Angelo and Jessica increase in experience, they begin learning spells that resurrect fallen allies during a battle or in the field. Lower-level resurrection spells have a chance of failure, however, so it could take several turns and MP to get a dead man back on his feet. However, using Zing or Kazing spells to revive allies is better than going to a church. As the game wears on, the fees get higher, and higher, and higher...

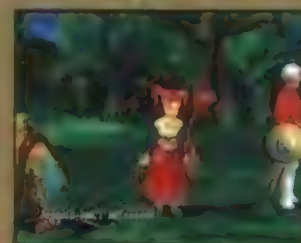


STATUS AILMENTS

Enemies can inflict a variety of conditions that inhibit your party's abilities in combat. Learn to identify status ailments quickly, and try to keep the proper mixtures of items or spells on hand to remedy the situation. Prevent status conditions by equipping the proper armour and accessories, depending on the enemies in the area. You can lose a battle quickly if everyone isn't fighting at their full potential. You can use status ailments against enemies as well, giving the party a further advantage in combat. Any status ailment that expires after a few combat turns will also be lifted when the battle ends.

Death: A character dies if their HP falls to zero. Revive dead characters by visiting a church or casting Zing or Kazing spells.

Poison: Poisoned characters continually lose HP until the condition is cured. Poisoning continues to affect characters after the battle is over, draining HP each time they take a step. Use antidote items or the Squelch spell to cure poisoning.



Sleep: Sleeping characters cannot perform in battle and lose turns as a result. Physical attacks can sometimes wake a character up, depending on how deeply asleep they are. Spells cannot awaken a sleeping party member, even if they're taking damage. Cure sleepiness with the Tingle spell. Otherwise, sleep typically wears off after a few rounds.



Blind/Blind: Characters blinded by light or enveloped in illusions cannot see as well as normal. Although these characters can act in battle, their ability to successfully attack and cast spells is greatly reduced, often resulting in a miss. Illusions and blindness wear off after several rounds, or at the end of battle.

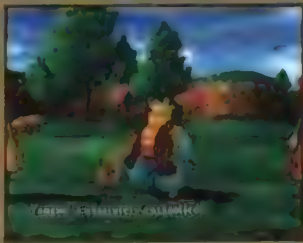


CARE BATTLE

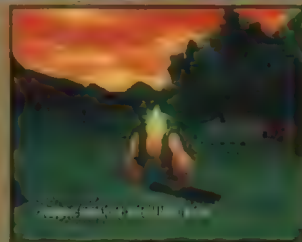
Confusion: When stars swirl around an ally's head, he cannot tell friend from foe. Confused characters may attack themselves or others. Confusion wears off after a few rounds, and sometimes abates when an enemy attacks.

Enthral

Some monsters are capable of seducing or charming allies into not fighting. Enthralled characters usually have hearts swirling around their heads, and will not attack until the effect wears off.



Critical: When a character's HP drops low enough, they double over in pain between turns and their name changes from the normal white font to yellow. If their HP drops still lower, they crumple over even more and their name turns orange. When a character's HP falls to critical status, heal them as quickly as possible.



Attribute Up/Down: Certain spells, cast by enemies and allies alike, can raise or lower attributes such as attack, defence, and agility, improving or decreasing the combat abilities of the characters.

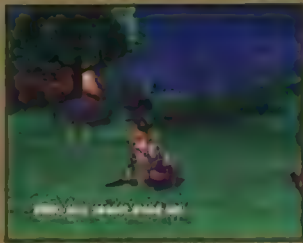
Paralysis: Paralysis prevents the character from moving for several combat rounds, rendering him or her useless and vulnerable. Cure paralysis with the Tingle spell. It also wears off on its own, though you may be in for a long wait...



Laughing/Dancing/Stun: Many monsters do funny things to catch the party off-guard. A character who is laughing or dancing loses a turn. The effect doesn't last longer than one round.



Knocked Down: Some monsters strike so hard that they can knock an ally right on their backside. Allies who have the wind knocked out of them lose two to three turns before they can get back up.

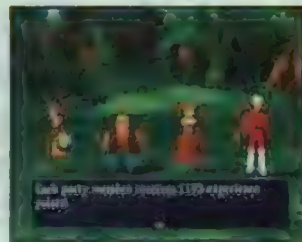


Curse: A Curse is an evil spell, often cast by the undead or the servants of darkness. It prevents characters from acting in battle for several turns.



VICTORY

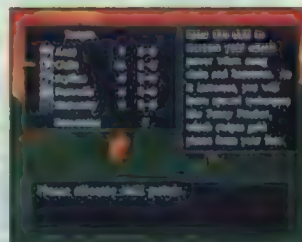
When the final monster falls, the party achieves victory. Experience points are awarded to all surviving party members, and all of the monsters drop a predetermined amount of gold coins. Some monsters will also randomly drop items. If a character has enough experience to increase in level, a special message is displayed along with a sound effect.



LEARNING SPELLS AND SKILLS

Characters who level up at the end of a battle may learn new magic spells. They may also receive skill points, which you can assign to the character's weapon or personality skills. After adding skill points to any of the character's attributes, their skill level may increase. Sometimes a skill level increase allows the character to cause more damage with the specified weapon. Skill level increases also allow characters to learn new abilities.

Although we prefer to leave the allocation of skill points to your discretion, we suggest that you don't spread them out. If a character is equipped with a certain type of weapon, it may be best to increase the skill level of that type in order to achieve benefits in the short term. Therefore, the character becomes more powerful with the weapon in hand, rather than with a weapon type you don't yet own.



FAREBURY REGION

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Item Bag

Items Found

- 82 gold coins
- Boxer shorts
- Seed of life
- Mini medal
- Tool bag*
- Holy water
- Seed of agility
- ?? Plain cheese (x8)
- ?? Cured cheese (x2)
- ?? Angel cheese (x2)
- ?? Mild cheese (x4)
- ?? Highly-strung cheese

*Appears upon fulfilling special circumstances

INFAMOUS MONSTERS



Acrobat



Shortshooter



One knight stand



Fairy on the Neck



Automaton Aviator



WATERFALL HUT

Explore the area to the south of the Waterfall Cave to find a path leading to an isolated residence on the hilltop overlooking the falls.



The eastern view from this area should prove interesting.

THE LONE RED TREE

An isolated tree bearing red leaves grows on the rise near the eastern path. A perfect place for taking a nap...if you had the time.



An important item may appear at the base of the tree after you speak to a certain woodman.

MONSTER APPEARANCES

FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
2	Candy cat	10	0	2	2
3	Lips	11	0	2	3

FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
5	Satyr	13	0	3	4
7	Bunicorn	16	0	5	5
*11	Meeba mynah	9	4	5	8

FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
2	Candy cat	10	0	2	2
6	Capsicum	15	4	3	3
7	Bunicorn	16	0	5	5
9	Firespirit	14	3	5	4

FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
4	Dracky	13	0	2	3
9	Firespirit	14	3	5	4
12	Bubble slime	20	0	5	7
13	Dancing devil	20	0	7	10
*17	Beetleboy	16	0	12	11

*Appear only in southeastern portion of region

FAREBURY

Recommended Level: 1

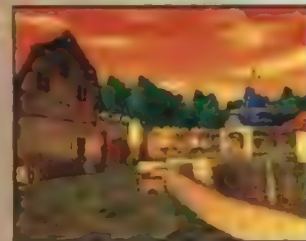
AREA MAPS

MAP KEY

- Inn
- Church
- Armour Shop
- Pub
- Weapon Shop
- Well
- Item Shop

ITEMS FOUND

- 2 gold coins
- 3 gold coins
- 4 gold coins
- 4 gold coins
- 5 gold coins
- 7 gold coins
- 8 gold coins
- 10 gold coins
- 20 gold coins
- Medicinal herb
- Antidotal herb
- Holy water
- Plain clothes
- Plain clothes
- Chimaera wing
- Cypress stick
- Antidotal herb
- Medicinal herb
- Seed of defence
- Medicinal herb
- Leather shield
- Antidotal herb
- Medicinal herb
- Pot
- Medicinal herb
- Cypress stick
- Dagger
- Mini medal
- Thief's key recipe



WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Cypress stick	10G	Hero
Oaken club	110G	Yangus
Giant mallet	240G	Yangus
Copper sword	270G	Hero, *Jessica (knife skill)
Boomerang	420G	Hero

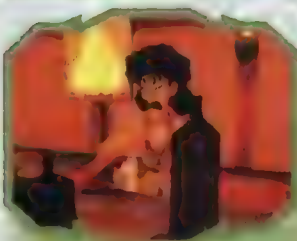
ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Bandit's grass skirt	35G	Yangus
Wayfarer's clothes	70G	Hero, Yangus, Jessica, Angelo
Leather armour	180G	Hero, Angelo
Leather shield	70G	Hero, Yangus, Angelo
Leather hat	65G	Hero, Yangus, Jessica, Angelo

ITEM SHOP LIST

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Antidotal herb	10G	N/A
Chimaera wing	25G	N/A
Plain clothes	30G	Hero, Yangus, Jessica, Angelo

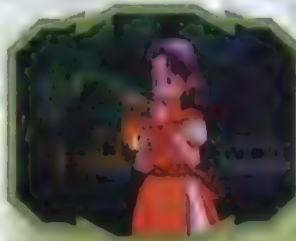
NOTEWORTHY LOCALS



Kalderasha

Once a great fortune teller, people used to come from far and wide to obtain the legendary foresight and advice offered by "The Great Kalderasha."

However, his clairvoyant abilities have become less reliable over time. Is it simply that Kalderasha is losing his uncanny ability, or is there something else behind the sudden decline in the accuracy of his fortune telling?



Valentina

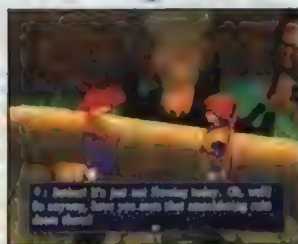
The sweet, caring daughter of Kalderasha lives with her father in the house near the town's well. Valentina is greatly concerned by the recent

decline in her father's fortune telling abilities. Although Kalderasha seems willing to pretend that his senses are as keen as ever, Valentina knows why her father's renowned abilities have waned.

#2361

FAREBURY
BUSTON

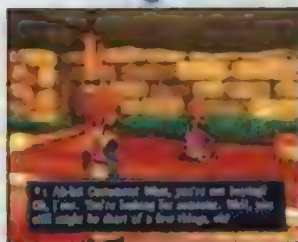
SEARCHING FOR MASTER RYLUS



Speak to every character in Farebury. Any one of them could be Master Rylus, or may know where he is.

Seeking to treat King Trode's malady by finding the culprit who is responsible, the journeying heroes make their first stop in the small, fortified town of Farebury. There, they hope to track down the legendary Master Rylus and gain his support in determining where the evil Dhoulmagus has fled. By speaking to the townsfolk of Farebury, the adventuring party can learn about Master Rylus and perhaps a few other interesting things, too.

SHOPPING IN FAREBURY



The merchants in Farebury offer plenty of items and equipment to help get the journey started. The only problem is finding the gold coins to pay for it.

Farebury has many shops featuring various types of useful items and equipment. Unfortunately, the party only have a small amount of gold coins in their possession. Use some of those gold coins to purchase some **medicinal herbs**, available at the item shop just inside the main gate. Until the heroes acquire more gold coins, most of the equipment in Farebury will remain beyond your reach.

BUYING FROM A MERCHANT

When attempting to purchase goods from a merchant, address him or her from the proper side of the counter. By approaching a shop clerk from behind the counter, he or she will only respond with friendly conversation.

UNDER-THE-COUNTER ITEMS

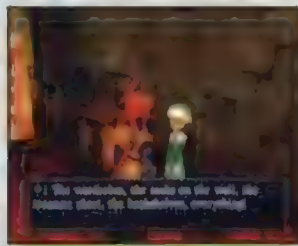
In one case, it is advisable that the party get behind the counter to speak to the clerk. Speak with the armour shop clerk from inside his marketplace stand. He offers an invaluable item for 500 gold. When the party acquires enough gold, return to Farebury and speak with him again. Pursuing this merchant's under-the-counter item may prove beneficial, so do whatever he says and follow any clues that he provides.



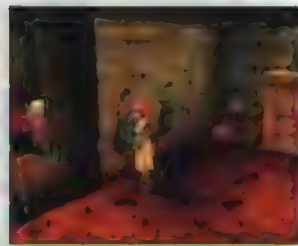
The armour shop clerk offers an extremely rare item for a stopping price, but the reward for pursuing this item is definitely worth the cost!

FINDING ITEMS

Note the inclusion of several **medicinal herbs** in the Items Found list at the start of this section, in addition to other valuable traveller commodities. To find items in Farebury, pick up and throw barrels and clay pots to reveal hidden goods. Enter the buildings and dwellings and open cabinets and treasure chests to find items as well. Lastly, don't forget to search inside bags hanging from the walls! Have fun searching and try to find all the items and gold coins listed in the Items Found list!

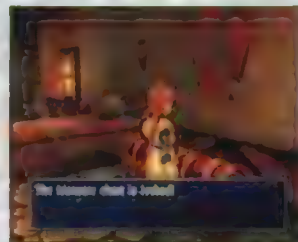


A young woman on the upper floor of the inn describes in detail how to search for items and gold.



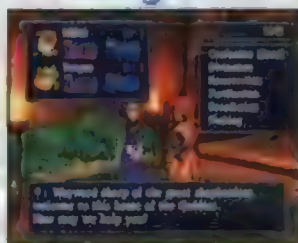
Search inside bags hanging on the walls to find items and gold.

Farebury's pub has two entrances, as do many other shops in town. The back door of the establishment leads to the bartender's area, behind the counter. Make a point to search around the bartender's area to perhaps find some additional items.



Certain locked treasure chests in town require a special key to open them. Speak to everyone in town to learn clues about

SAVING YOUR PROGRESS



Speak to the priest behind the altar during the day, or the nun standing off to the side at night, to access the Church menu.

Stop by the church and speak with the priest to open the Church menu. Use the "Confession (Save)" option to save your game to a memory card. Perilous times and dangerous creatures lie ahead, so saving the game is the best protection against having to replay large portions of the adventure again.

Several other options on the Church menu enable the player to seek the Goddess's aid in curing various status ailments inflicted during battle. The "Divination" option requests that the priest determine the number of Experience Points each character requires to reach the next level.

Don't forget to search all of the back rooms inside the church to find useful items and meet interesting people. It's also possible to ascend to the bell tower that overlooks all of Farebury!



The bell tower is empty for now, but an important clue will appear here after speaking to a certain someone in town.

THE FORTUNE TELLER

After exploring every nook and cranny in Farebury, enter the pub and approach the counter. The rotund man to the right has some important information for visitors. The other man seated at the bar is Kalderasha, and whether the party knows it or not, they have business with him.








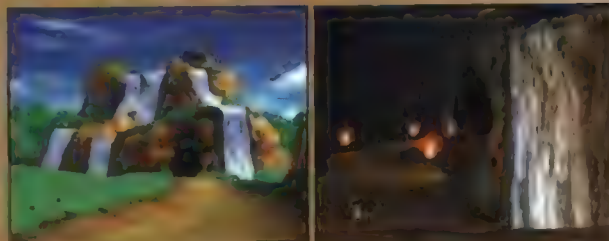
Approach Kalderasha to trigger a series of storyline events in Farebury.

WATERFALL CAVE

Recommended Level: 6


Items Found

-  Waterfall Cave map
-  Leather hat
-  Chimaera wing
-  Crystal ball
-  Medicinal herb



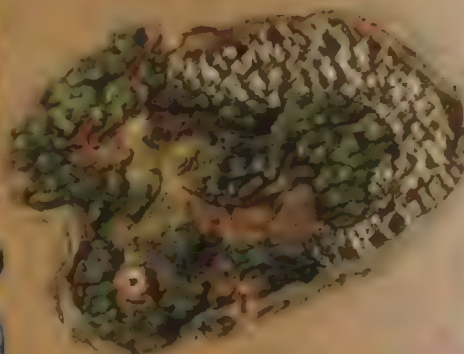
AREA MAPS

MAP KEY

 Treasure Chest

MONSTER APPEARANCES

NO.	NAME	EXP	EXP	EXP	EXP
1	Slime	7	0	1	1
4	Dracky	10	0	2	3
9	Firespirit	14	3	5	4
10	Mischievous mole	15	0	4	5
11	Mecha-mynah	9	4	5	8
12	Bubble slime	20	0	5	7
13	Dancing devil	20	0	7	10
15	Skipper	21	5	12	10
22	Hammerhood	33	0	21	9



ATLAS

HAMMERHOOD GUARD

Level 1



Level 2



HAMMERHOOD GUARD

A hammerhood blocks the doorway on the second dungeon level. Speak to this monster to find out what it wants. With a little bravery, it's possible to get this monster to move from the path.



The hammerhood is slightly more powerful than other monsters inside the Waterfall Cave. This is the only appearance of a hammerhood in this area.

Level 3



ALEXANDRIA REGION

WORLD MAPS

INFAMOUS MONSTERS



Butterball



Family Doctor



Quick Silver

MAP KEY

Treasure Chest

ITEMS FOUND

Slime earrings

Seed of strength

100 gold coins

Seed of life



MONSTER APPEARANCES

FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
14	Bodkin archer	21	2	10	8
15	Skipper	21	5	12	10
16	Drackmage	19	6	9	7
19	Fungghoul	22	0	13	12
23	Jailcat	29	6	19	8
27	Spiked hare	42	0	30	13

FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
11	Mecha-mynah	9	4	5	8
20	Fencing fox	25	8	20	16
22	Hammerhood	33	0	21	9

FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
17	Beetleboy	16	0	12	10

FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
16	Drackmage	19	6	9	7
17	Beetleboy	16	0	12	10
19	Fungghoul	22	0	13	12
22	Hammerhood	33	0	21	9
27	Spiked hare	42	0	30	13

BEACH—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
16	Drackmage	19	6	9	7
24	Frogface	36	6	20	13
237	See urchin	16	4	24	20
238	Man o' war	55	0	23	12
239	Yabby	41	2	31	18

ALEXANDRIA

Recommended Level: 8

AREA MAPS

MAP KEY

- Inn
- Church
- Armour Shop
- Well
- Weapon Shop

ITEMS FOUND

- 5 gold coins
- 11 gold coins
- 18 gold coins
- Medicinal herb
- Holy water
- Chimaera wing
- Plain cheese
- Wayfarer's clothes
- Seed of magic
- Moonwort bulb
- Jessica's outfit
- Jessica's letter

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Oaken club	110G	Yangus
Giant mallet	240G	Yangus
Copper sword	270G	Hero, *Jessica (knife skill)
Boomerang	420G	Hero
Stone axe	550G	Yangus

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Leather suit	220G	Yangus
Scale armour	350G	Hero, Angelo
Scale shield	180G	Hero, Yangus, Jessica, Angelo
Medicinal herb	8G	N/A
Holy water	20G	N/A
Chimaera wing	25G	N/A



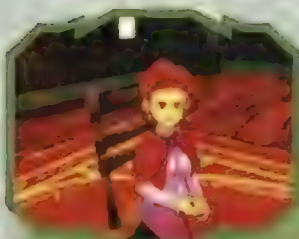
NOTEWORTHY LOCALS



Bangerz

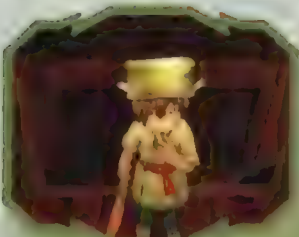
Bangerz is a rascally youth who seems to have designated himself as the official town guard. Although he displays a natural animosity toward

outsiders, he greatly favors Jessica Albert and anyone associated with her.



Rosalind

Rosalind is the mother of Jessica Albert. Her family is currently in mourning following a tragic loss. For this reason, she does not want Jessica to leave the family estate in Alexandria.



Mash

Mash is basically Bangerz's accomplice, which makes him second in command behind Alexandria's self-appointed guard. He follows Bangerz just about anywhere, except out of town.

RECENT TRAGEDY IN ALEXANDRIA

Although the official "welcome" here may come as quite a surprise, speak to all of the citizens and merchants of Alexandria to learn about the recent events that have unfolded regarding the town's most prominent family, the Alberts. After doing so, walk up the nearby hill and enter the mansion.



Most of the townsfolk are very friendly and helpful regarding recent events in the town, plus they all seem to know about the long history of the Albert family.

Find out more facts by speaking to the staff of the mansion, and Rosalind and Lorenzo on the second floor. Bangerz and Mash guard the door to Jessica's quarters and refuse to allow anyone inside. This means that there must be another method of entry. Head through the northwest door of the mansion and ascend to the attic. Speak to the maid there to view a telling clue.



Search the attic walls for a way to continue exploring the mansion in Alexandria.

TOWER OF ALEXANDRIA

Recommended Level: 9

ITEMS FOUND

- 7 gold coins
- 11 gold coins
- 22 gold coins
- Tower of Alexandria map
- Medicinal herb
- Medicinal herb
- Moonwort bulb
- Seed of agility
- Seed of strength
- Scale shield
- Antidotal herb
- ?? (item not found until later)

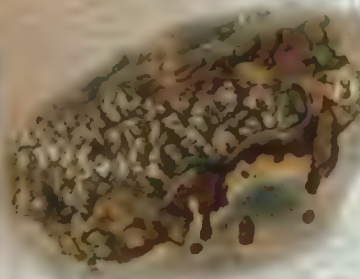
MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
12	Bubble slime	20	0	5	7
16	Drackmage	19	6	9	7
17	Beetleboy	16	0	12	10
18	Imp	28	0	15	11
19	Funghoul	22	0	13	12
21	Healslime	24	12	18	13
24	Frogface	36	6	20	13

AREA MAPS

MAP KEY

- Treasure Chest
- Breakable Pot
- Breakable Barrel



Level 6

Level 5

HIDEOUS FACES

Upon reaching the third level, it may seem as if there is no way to proceed beyond the bars blocking the central archway in the room.



Examining the markings found engraved in the dividing wall to reveal a means to progress.

Level 4

Level 3

Level 7

Level 3

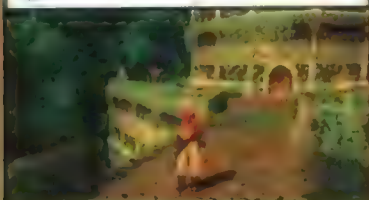
Level 2

Level 1

Level 1

WATCH YOUR STEP!

Note that the bridge on the upper level of the outer grounds area lacks a railing in the middle section. If the heroes fall over the edge, they will be forced to make their way through the entire area all over again!



Leaving it's difficult to fall through the bridge. This turns out to be a nice shortcut!

Tower of Alexandra

ATLAS

ALEXANDRIA REGION

PORT PROSPECT

Recommended Level 11

AREA MAPS

MAP KEY

- Inn
- Church
- Armour Shop
- Pub
- Weapon Shop
- Well
- Item Shop

ITEMS FOUND

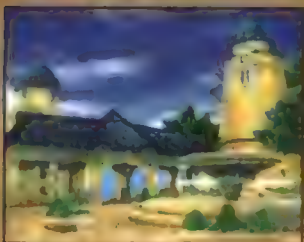
- Chimaera wing
- Medicinal herb
- Seed of wisdom
- 17 gold coins
- Holy water

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Holy water	20G
Chimaera wing	25G

ARMOUR/WEAPON SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Stone axe	550G	Yangus
Iron lance	750G	Hero
Farmer's scythe	910G	Yangus
Leather kilt	220G	Yangus
Scale armour	350G	Hero, Angelo
Scale shield	180G	Hero, Yangus, Jessica, Angelo



Wise Women of Skills

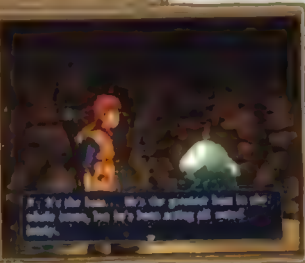
Speak to the two women standing underneath the awning near the armour/weapon shop (during the day or night) to learn a few tips regarding weapons, each character's different skills, and allocation of skill points when characters level up.



Speak to either woman underneath the awning for tips on how to improve character attacks and abilities.

MONSTER MESSAGE

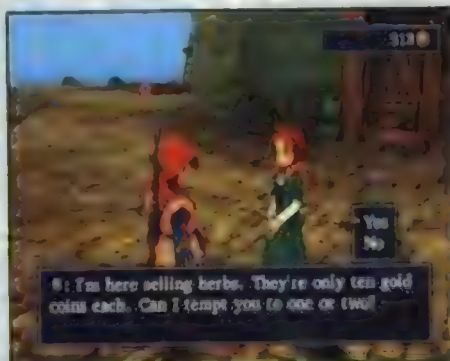
Find and speak to a friendly monster located somewhere in Port Prospect. What this monster has to say could prepare the heroes for the rough waters ahead...



It's the best... It's the greatest time in the whole town, but he's been asking for more... more...

Port Prospect's Herb Merchant

During the daytime, a young lady stands on the path between the market portion of town and the lighthouse where the pub is located. Speak to her to learn that she sells an unknown type of herb for 10G. Choosing to buy one from her turns out to be either a great deal, or a waste of money. She may sell a medicinal herb (which is usually cheaper at any item shop), or she may hand over more valuable herbs. If the heroes have any spare gold, purchase some herbs from this woman to see if any bargains are available.



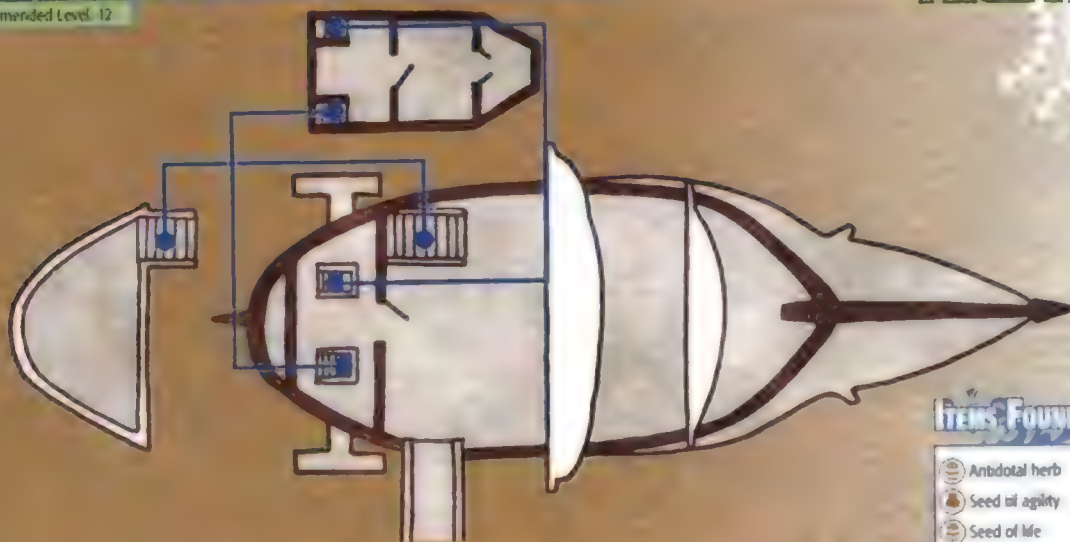
Find the young woman standing in front of the lighthouse during the daytime and try your luck at buying herbs.

HEAL

ALLIANCE
REGION

FERRY

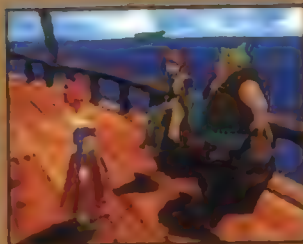
Recommended Level: 12



AREA MAPS

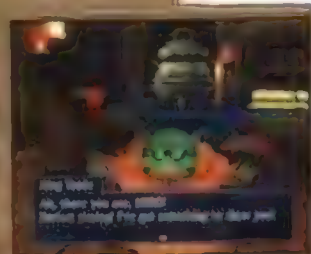
Items Found

- Antidotal herb
- Seed of life
- Medicinal herb
- Pot lid
- 12 gold coins
- Medicinal herb
- 10 gold coins
- Bronze knife



CROSSING THE WATER

If the trip from Port Prospect to Peregrin Quay seems to be taking a long time, seek out and speak to King Trade. He has a wonderful new device to reveal!



MAELLA REGION

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

Items Found

- Magic water
- Seed of strength
- Stone axe
- Seed of wisdom
- Feathered cap
- Bunny tail
- Seed of magic
- Mini medal

INFAMOUS MONSTERS



MONSTER APPEARANCES

FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
8	She slime	18	0	8	6
26	Winky	40	0	32	12
28	Chamine	38	0	36	11

FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
28	Chamine	38	0	36	11
29	Giant moth	36	6	37	12
30	Dingaling	28	4	31	16
31	Jargon	73	0	64	32
33	Bullfinch	40	0	30	14
38	Morphean mushroom	45	0	40	11

FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
30	Dingaling	28	4	31	16
31	Jargon	73	0	64	32
33	Bullfinch	40	0	30	14

NORTHEASTERN AREA—ANY TIME

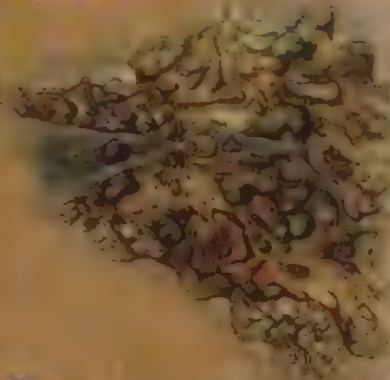
NO.	NAME	HP	MP	EXP	GOLD
37	Scorpion	40	4	42	8
38	Morphean mushroom	45	0	40	11
39	Brownie	53	0	43	12
45	Hell hornet	37	0	51	12
49	Treeface	64	0	67	23

FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
25	Lump mage	38	12	31	18
29	Giant moth	36	6	37	12

PEREGRIN QUAY

Recommended Level: 12



AREA MAPS

MAP KEY

- Inn
- Armour Shop
- Weapon Shop
- Item Shop
- Church
- Pub

ITEMS FOUND

- 8 gold coins
- Chimaera wing
- Antidotal herb
- Seed of defence
- Medicinal herb
- Iron nail
- 200 gold coins
- Boomerang
- Mini medal
- Seed of magic
- Leather kilt
- Medicinal herb
- Oak leaf

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Holy water	20G
Chimaera wing	25G

ITEM SHOP LIST*

ITEM	COST (G)	EQUIP ON
Cypress stick	10G	Hero
Pot lid	40G	Yangus, Jessica
Bandana	45G	Hero
Hairband	150G	Jessica
Slime earrings	400G	Hero, Yangus, Jessica, Angelo

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Bronze knife	150G	Jessica
Thorn whip	350G	Jessica
Iron lance	750G	Hero
Farmer's scythe	910G	Yangus

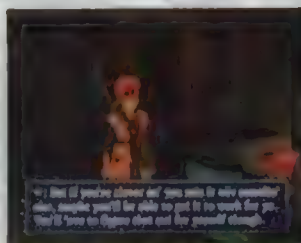
ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Scale armour	350G	Hero, Angelo
Silk robe	420G	Jessica, Angelo
Chain mail	500G	Yangus
Scale shield	180G	Hero, Yangus, Jessica, Angelo
Pointy hat	70G	Yangus



THE THIEF'S KEY

Enter the inn and speak to the traveller seated at the table. The man gives an **iron nail** to the party. Combine this item with a bronze knife in the alchemy pot and let the ingredients bubble for a while. Spend the interim speaking with other townsfolk, or proceed through the inn into the wilds of the Maella region to battle new enemies. If you choose the latter course of action, we strongly recommend setting out at dawn rather than at night, because the enemies are much tougher on the new continent!

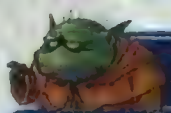


Speak to the traveller from Port Prospect, now seated inside the inn, to obtain a vital alchemy pot item.

While continuing to play, listen for the chime of the alchemy pot. When the chime sounds, open the pot, wherein the party will have concocted the **thief's key**. This special key opens many of the locked chests encountered throughout the game, especially on the field map. Remember that there were some locked chests as far back as Farebury...



The thief's key opens many, but not all, of the locked treasure chests in the world.



ALCHEMY POT TIPS: STARTER RECIPES

After making the thief's key, do not let the alchemy pot sit idle just because you do not know any recipes. A wide variety of weapon and armour upgrades can be created to make the characters a little bit stronger, while saving a nice chunk of gold in the meantime.

Kick things off with new hats for everyone. By combining a leather hat with a chimera wing you can make a **feathered cap** (Defence 9). Combine two bandanas to make a **turban** (Defence 8). Stick a bunny tail (dropped randomly by local enemies) onto a hairband to make **Jessica some bunny ears** (Defence 14).

Boost your defence even more by giving the Hero or Yungus a sturdy new shield. Throw a leather shield and a bronze knife into the alchemy pot, and out comes a **bronze shield** (Defence 10).

Whip together a few new weapons, too. Upgrade Jessica's leather whip to a **snakeskin whip** (Attack 23) by combining it with a scale shield, resulting in a significant power upgrade and creating a rare item not sold in any shops. Combine two farmer's scythes to make a powerful and pricey **Iron axe** (Attack 39).

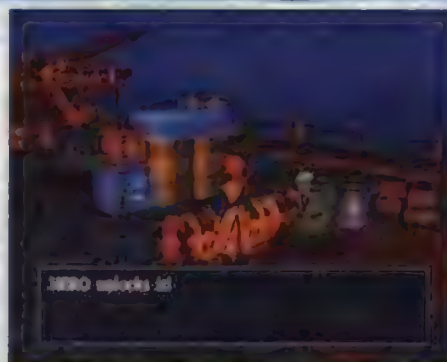
You can sell any one of these items for much more than the cost of its ingredients. So there's no reason not to keep cranking out these items for profit! When no other ingredients are on hand, just toss a pair of medicinal herbs into the pot to produce more powerful doses of **strong medicine**.

RECIPE SUMMARIES

Turban = bandana + bandana
Bunny ears = hairband + bunny tail
Feathered cap = leather hat + chimera's wing
Bronze shield = leather shield + bronze knife
Snakeskin whip = leather whip + scale shield
Iron axe = farmer's scythe + farmer's scythe
Strong medicine = medicinal herb + medicinal herb

THE CLOSED ITEM SHOP

After creating the thief's key, help the man in the market area who was having trouble opening treasure chests. The equipment he sells may not seem very advantageous at this point in the game, however, such things may prove very useful now that the alchemy pot is at your disposal...



Use the thief's key to open the locked chests in the marketplace area. The merchant then opens a shop selling items useful in the alchemy pot.

MAELLA ABBEY

Recommended Level: 12

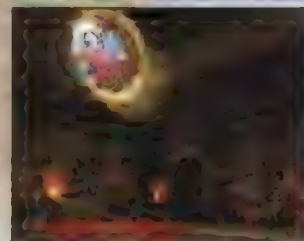


ITEMS FOUND

- 26 gold coins
- Mini medal
- Holy water
- Mini medal
- Mini medal
- World map

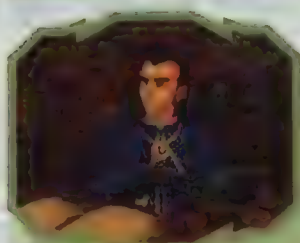
AREA MAPS MAP KEY

Church





NOTEWORTHY LOCALS



Marcello

The Captain of the holy order of the Templars commands his men with a mixture of fear and respect. All save Angelo, a Templar who often

disregards Marcello's orders and threats, even to the point of outright lying to Marcello's face. The Templar Captain has a peculiar air about him. Although he appears to be benevolent and—at times—even helpful to the party, he may be someone to keep an eye on.

Abbot Francisco

The Abbot of Maella would appear to be somewhat reclusive, living in a little mansion on a small island surrounded by a moat behind Maella Abbey. But this is not the summary of his character; he is in fact quite fond of secondhand jokes and bad puns. The books in the private library within his dwelling contain jokes and witticisms reflecting the lowbrow nature of his humor. Yet Abbot Francisco remains a good natured and benevolent holy man, having taken in and raised orphans such as Angelo and Marcello, as well as most of the Templars. If the heroes can find a means to appease the Abbot's scores of fervent bodyguards, perhaps he can shed some light on Dhoulmagus's plans.

LIFE AMONG THE TEMPLARS

Proceed through the abbey to an enclosed courtyard. Approach the double doors at the end of the outdoor area where two guards stand. The guards become threatening and even violent in their efforts to prevent the party from entering the Templar's area and visiting the Abbot. It looks like the heroes may need assistance from someone inside the Templar group. Perhaps such a person could be found in one of the nearby towns?



The guards refuse to allow the party access to the Templar's dorms and Abbot Francisco's residence.

ATLAS

MAELLA
REGION

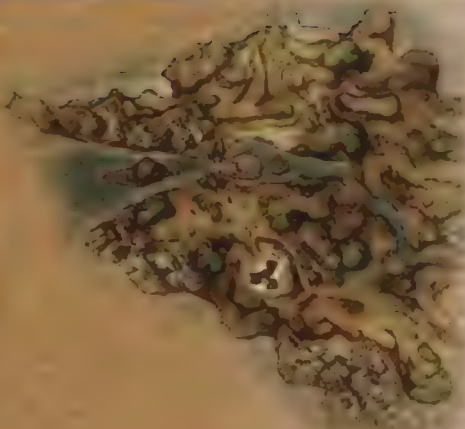
SIMPLETON

Recommended Level: 13

AREA MAPS

MAP KEY

- Inn
- Armour Shop
- Weapon Shop
- Item Shop
- Church
- Pub



Items Found

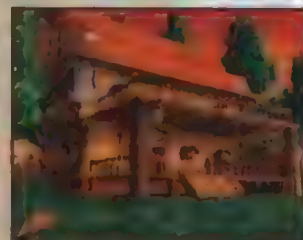
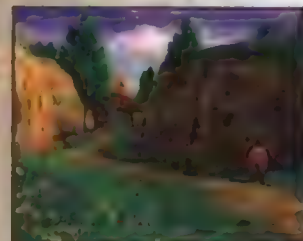
- 6 gold coins
- 77 Templar's ring
- Mini medal

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Rapier	300G	Angelo
Thorn whip	350G	Jessica
Wizard's staff	1300G	Jessica, Angelo
Long spear	1700G	Hero
Sledgehammer	1700G	Yangus

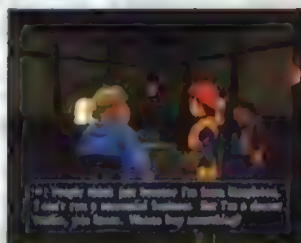
ITEM SHOP LIST

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Antidotal herb	10G	N/A
Holy water	20G	N/A
Chimaera wing	25G	N/A
Chain mail	500G	Yangus
Turban	410G	Hero, Yangus



WHERE THE SIMPLE FOLK LIVE

The weapon and item shops are located on the upper level of the pub. Speak to the two men seated at the table near the bunny girl waitress (she's close to the dumb waiter) to learn about the Simpleton economy and to view their list of available items.



The merchants on the upper level of the pub have items for sale.

WANT TO BE STARTING SOMETHING?

Trouble seems to be brewing in the pub. Speak to the men gathered around the table in the corner of the downstairs level to initiate a chain of events that eventually turns the heroes outside. After receiving a special item, the party will be able to explore sections of the Templar's dormitory in Maella Abbey that were previously inaccessible.



Speak to the men seated across the table from the thugs depicted in this screenshot to get the ball rolling in Simpleton.

RUINED ABBEY

Recommended Level 14

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
32	Drackyma	33	6	28	9
33	Bullfinch	40	0	30	14
34	Bag o' laughs	34	10	35	25
35	Skeleton	46	3	41	15
36	Metal slime	4	Infinite	1350	5
40	Flyguy	39	8	44	16
44	Mummy boy	73	0	55	9
52	Walking corpse	94	0	59	11
62	Cannibox	61	12	76	110

ITEMS FOUND

- Waterweed mould
- Mini medal
- 50 gold coins
- Ruined Abbey map
- Bronze shield
- Cannibox

Level 1

START

Level 2

Level 3

Level 4

Level 3

METAL SLIMES

Occasionally, a metal slime may appear with groups of enemies within the Ruined Abbey. Causing damage to them is extremely difficult, but try anyhow. If you can manage to defeat a metal slime before it runs away, each party member receives a huge amount of experience!



After defeating other enemies, before leaving the Ruined Abbey, defeat the metal slimes. If you do, you will receive a huge amount of experience!

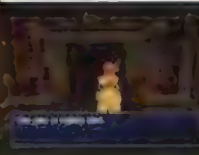
AREA MAPS

MAP KEY

- Treasure Chest
- Breakable Pot
- Treasure Chest, requires thief's key
- Breakable Barrel
- Cabinet

A ONE-WAY DOOR

You can only open the tightly shut door that separates the two sections of Level 3 from the north side. If your party is on the south side of the door, you can return to Level 2 and use the ladder to explore the north side of Level 3.



The door that separates the two sections of Level 3 can only be opened from the north side.

RIVER OF SLUDGE

Each step taken through the purplish sludge that divides the large chamber on Level 4 causes damage to all party members. However, it's possible to use the debris strewn about the room to safely navigate from one side of the chamber to the other. Don't slip!



Use the directional buttons to walk slowly over the water. Avoid stepping onto the rocks or the entire party suffers damage.

ALCHEMY POT TIPS: INGREDIENTS IN THE RUINED ABBEY

There are two key alchemy pot ingredients located inside the Ruined Abbey. One is the iron nail and the other is the gold rosary, which you obtain upon defeating the boss inside the dungeon. Use them to produce some significant weapon upgrades for the Hero.

If you spent the Hero's skill points on boomerang skills, then combine the iron nail with a boomerang to produce a **reinforced boomerang** (Attack 32). If you allocated skill points to the Hero's Spear ability instead, then mixing the gold rosary with a long spear will produce an equally exciting weapon, the **holy lance** (Attack 39).

RECIPE SUMMARIES

Reinforced boomerang = boomerang + iron nail
Holy lance = long spear + gold rosary

KINGDOM OF ASCANTHA

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

Items Found

- 154 gold coins
- Chain mail
- Seed of life
- 230 gold coins
- Seed of defence
- Seed of agility
- Fresh milk (x5)
- Mini medal
- Steel broadsword
- Agility ring
- Seed of magic
- Mini medal
- Silk robe

INFAMOUS MONSTERS



RIVERSIDE CHAPEL

This church on the eastern side of the bridge is also the site of the cheapest resting spot in the country.



RIVERSIDE COTTAGE

The small cottage on the western bank of the river that divides the Kingdom of Ascantha is the homestead of an elderly lady whose beloved granddaughter serves the King of Ascantha. This is important information to remember later on.



Interact with the villagers on the outskirts of the Kingdom of Ascantha.

MONSTER APPEARANCES

WEST OF RIVER—FIELD, DAY

NO.	NAME	HP	MP	EXP	GOLD
8	She-slime	18	0	8	6
21	Healslime	24	12	18	13
31	Jargon	73	0	64	32
34	Bag o' laughs	54	10	35	25
39	Brownie	53	0	43	12
41	Puppeteer	75	12	45	21
46	Pan piper	48	0	54	18

EMBANKMENT—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
36	Metal slime	4	Infinite	1350	5
50	Kisser	49	0	53	15
236	Khalamari kid	44	0	37	9
237	See urchin	16	4	24	20
240	King kelp	86	8	56	16

EAST OF RIVER—FOREST, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
37	Scorpion	40	4	42	8
39	Brownie	53	0	43	12
45	Hell hornet	37	0	51	12
49	Treeface	64	0	67	23
51	Diemon	64	10	58	19

WEST OF RIVER—FIELD, NIGHT

NO.	NAME	HP	MP	EXP	GOLD
31	Healslime	24	12	18	13
29	Giant moth	36	6	37	12
38	Morphean mushroom	45	0	40	11
40	Flyguy	39	8	44	16
43	Night sneaker	52	12	52	20
44	Mummy boy	73	0	55	9
47	Slime knight	52	4	55	22

EAST OF RIVER—FIELD, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
21	Healslime	24	12	18	13
47	Slime knight	52	4	55	22

EAST OF RIVER—FIELD, NIGHT

NO.	NAME	HP	MP	EXP	GOLD
43	Night sneaker	52	12	52	20
44	Mummy boy	73	0	55	9
50	Kisser	49	0	53	15

NORTH OF RIVER—FIELD, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
48	Clockwork cuckoo	32	0	56	31
51	Diemon	64	10	58	19
53	Fat bat	52	5	61	9
56	Chimaera	54	6	64	12
79	Boh	80	Infinite	65	16

WEST OF RIVER—FOREST, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
27	Spiked hare	42	0	30	13
32	Drackyma	33	6	28	9
38	Morphean mushroom	45	0	40	11
39	Brownie	53	0	43	12
45	Hell hornet	37	0	51	12
47	Slime knight	52	4	55	22
78	Mum	65	20	68	25

EAST OF RIVER—FIELD, DAY

NO.	NAME	HP	MP	EXP	GOLD
26	Winky	40	0	32	12
39	Brownie	53	0	43	12
41	Puppeteer	75	12	45	21
78	Mum	65	20	68	25
80	Jum	75	10	60	4
81	Boe	68	10	59	4

NORTH OF RIVER—FOREST, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
48	Clockwork cuckoo	32	0	56	31
49	Treeface	64	0	67	23
51	Diemon	64	10	58	19
53	Fat bat	52	5	61	9
56	Chimaera	54	6	64	12

EAST SHORE AREA--ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
16	Drackmage	19	6	9	7
50	Kisser	49	0	53	15
236	Khalaman kid	44	0	37	9
239	Yabby	41	2	31	18
240	King kelp	86	8	56	16

SOUTH OF ASCANTHA CASTLE--

FIELD, DAY

NO.	NAME	HP	MP	EXP	GOLD
21	Healslime	24	12	18	13
41	Puppeteer	75	12	45	21
42	Bodkun bowyer	48	Infinite	43	17
46	Pan piper	48	0	54	18
47	Slime knight	52	4	55	22
79	Boh	80	Infinite	65	16

SOUTH OF ASCANTHA CASTLE-- FIELD, NIGHT

NO.	NAME	HP	MP	EXP	GOLD
21	Healslime	24	12	18	13
34	Bag o' laughs	34	10	35	25
35	Skeleton	46	3	41	15
43	Night sneaker	52	12	52	20
44	Mummy boy	73	0	55	9
50	Kisser	49	0	53	15

SOUTH OF ASCANTHA CASTLE-- FOREST, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
8	She slime	18	0	8	6
45	Hell hornet	37	0	51	12
49	Treeface	64	0	67	23
50	Kisser	49	0	53	15
51	Diemon	64	10	58	19

COW MILKING

Examine the cows grazing in the Kingdom of Ascantha and around the world to obtain **fresh milk** a healthy source of calcium and also a useful item in the creation of various cheeses!



Cows are a must for dipping down more!

ASCANTHA CASTLE

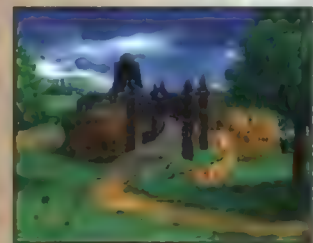
Recommended Level 15



AREA MAPS

MAP KEY

- Inn
- Church
- Armour Shop
- Pub
- Weapon Shop
- Well
- Item Shop



Items Found

- Rennet powder
- Mini medal
- 42 gold coins
- Medicinal herb
- Plain clothes
- Red mould
- Mini medal
- Lady's ring
- Mini medal

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Rennet powder	10G
Holy water	20G
Chimaera wing	25G
Moonwort bulb	30G

WEAPON SHOP LIST

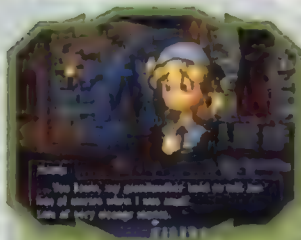
WEAPON	COST (G)	EQUIP ON
Dagger	350G	Jessica
Short bow	750G	Angelo
Wizard's staff	1300G	Jessica, Angelo
Edged boomerang	1360G	Hero
Steel broadsword	2800G	Hero, *Jessica (knife skills)

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Leather dress	380G	Jessica
Bronze armour	840G	Hero
Iron cuirass	1000G	Yangus
Bronze shield	370G	Hero, Yangus
Turban	410G	Hero, Yangus
Slime earrings	400G	Hero, Yangus, Jessica, Angelo



NOTEWORTHY LOCALS



Emma

The King's maid is a hard worker who attempts to keep her spirits up in spite of the current situation in the castle city of Ascantha. Find her in Ascantha and

speak to her when she is not busy carrying out her chores or praying in the local church. She may provide clues that could allow your party to intervene on behalf of Ascantha's troubled citizens.



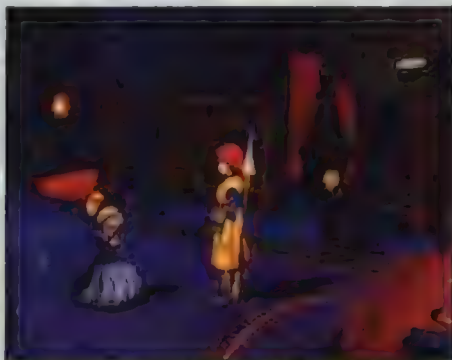
King Pavan

Formerly a generous and benevolent ruler, something is deeply troubling the King of Ascantha, causing him to neglect his once-thriving

kingdom. The party must try to determine the cause of the King's malady to restore balance in Ascantha.

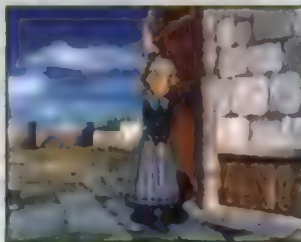
CITY OF SADNESS

Speak to the citizens of Ascantha to determine why everyone is wearing black. Your investigation of such matters will eventually take your party inside the castle. The events transpiring in Ascantha depend upon the time of day in which you enter the town. If you enter Ascantha at night, then the party can find Emma, the King's maid, praying for guidance in the local church. She will not provide any information while praying, so spend the night at the local inn or wait until morning for things to change.



If you enter Ascantha at nighttime, look for Emma who is praying in the local church.

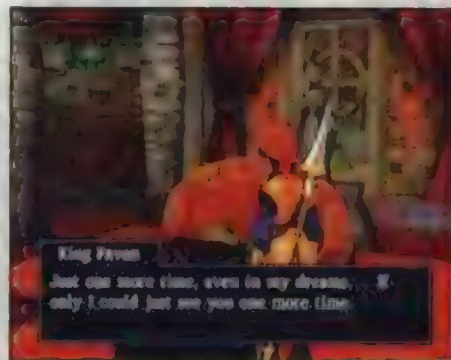
During the daytime, Emma is located at the top of Ascantha castle's tower, attempting to coax the King from his chambers. After witnessing this event, follow Emma back down to the throne room and speak to her to find out what is going on with the King.



Locate Emma outside the King's chambers at the top of Ascantha castle. Follow her back to the throne room to determine what can be done to help the citizens of Ascantha.

THE THRONE ROOM AT NIGHT

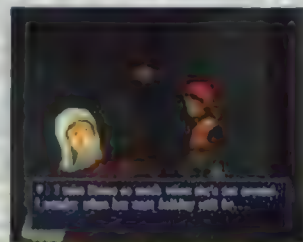
To act upon the information provided by Emma, the party may need to stay at the local inn, just until nightfall. Nighttime is the only time of day that the King emerges from his chambers. His Majesty is located in the throne room. By attempting to speak with the King, the party can learn something that may help them unravel the mystery of the King's condition and herald a new beginning for Ascantha.



After the scenes involving Emma, return to the throne room at night to find King Pavan.

RIVERSIDE COTTAGE (EMMA'S GRANDMOTHER'S HOUSE)

Return to the small house across the bridge from Riverside Chapel. Speak with Emma's grandmother and listen to the stories of Wishers' Peak and how to get there.



Be sure to speak to Emma's grandmother.

WISHERS' PEAK

Recommended Level 36

ITEMS FOUND

- Wizard's staff
- Templar's shield
- Wishers' Peak map

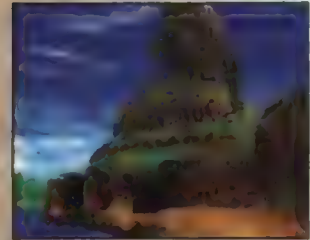
MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
21	Healslime	24	12	18	13
42	Bodkin bowyer	48	Infinite	43	17
44	Mummy boy	73	0	55	9
45	Hell hornet	37	0	51	12
47	Slime knight	52	4	55	22
49	Treeface	64	0	67	23
51	Diemon	64	10	58	19
52	Walking corpse	94	0	59	11
53	Fat bot	52	5	61	9

AREA MAPS

MAP KEY

Treasure Chest



KEAT

ASCANTHA CASTLE

Side A

START

Entrance

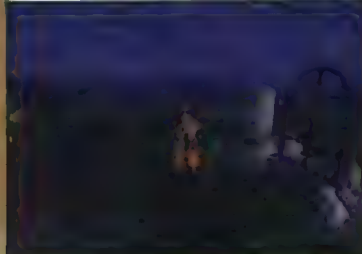
Side B

TOP OF WISHERS' PEAK

After receiving clues from certain individuals at Ascantha castle and the dwellings near the river bridge, the party's next logical move would be to attempt to unravel the mystery of Wishers' Peak. Yet the uppermost level of Wishers' Peak is devoid of all objects. Not even monsters dwell here. What can the heroes hope to find in the ruins? Perhaps only time and quite a bit of patience will tell.

Map

Inside well



What the Wishers' Peak has enough treasure present concerns may be answered

PICKHAM REGION

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key
- Treasure Chest, requires ultimate key

ITEMS FOUND

- Iron shield
- Leather whip
- 450 gold coins
- Farmer's scythe
- Fresh milk (x3)
- Seed of defence
- Mini medal
- Seed of skill
- Gold ring
- Garter
- Flail of fury
- Mini medal
- Hairband
- Mini medal
- Seed of ogly
- Mini medal
- Spiked steel whip

INFAMOUS MONSTERS



Thruster



Squagly Squiggler



Out-School Drooper



Sand Sayer

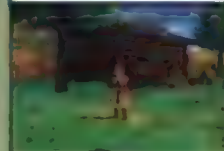


Female Fatale



LAKESIDE CABIN

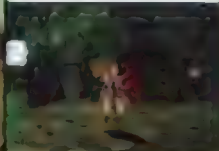
Use the world map to help locate a small cabin located just off the embankment of a small lake between Ascantha and Pickham. Not only is the nightly rate competitive with other inns in the region, but there just happens to be a wandering priest staying at this cabin who will be happy to hear confessions and provide other holy services.



The lakeside cabin, located on the strip of land between Ascantha and Pickham, is an ideal place for a quiet stay.

MONSTER ARENA

The infamous Monster Arena stands in the forest area just southeast of Pickham, but the doors are locked. There must be some key or some requirement to meet to open the doors for the party.



See if you can get a better view of the arena for someone who might have a clue.

RED'S DEN

Several leagues southwest of Pickham, a small homestead has been encircled by tall trees and a man-made moat. This is the lair of Red, a notorious thief and someone from Yangu's past. Speak with Red to learn of recent dealings in the underworld.



If the body has any secrets, the shadowy man who will want something in return. For instance, she has her eye on a certain well-known sword north of her homestead.

MONSTER APPEARANCES

PICKHAM AREA—FIELD, ANY TIME				
NO.	NAME	EXP	GP	GOLD
57	Hood	60	0	66
14				

PICKHAM AREA—FIELD, DAY				
NO.	NAME	EXP	GP	GOLD
48	Clockwork cuckoo	32	0	56
59	Mindemon	58	5	59
60	Gorilla	65	0	65
10				

PICKHAM AREA—FIELD, NIGHT				
NO.	NAME	EXP	GP	GOLD
52	Walking corpse	94	0	59
54	Night fox	56	6	56
58	Headhunter	54	0	62
18				

WEST AREA—FIELD, DAY				
NO.	NAME	EXP	GP	GOLD
59	Mindemon	58	5	59
60	Gorilla	65	0	65
10				

PICKHAM AREA—FOREST, ANY TIME				
NO.	NAME	EXP	GP	GOLD
49	Treeclow	64	0	67
55	Paprikan	54	6	47
56	Chimaera	54	6	64
58	Headhunter	54	0	62
60	Gorilla	65	0	65
10				

WEST AREA—FIELD, ANY TIME				
NO.	NAME	EXP	GP	GOLD
57	Hood	60	0	66
64	Witch	68	12	66
70	Hopster	70	8	69
16				

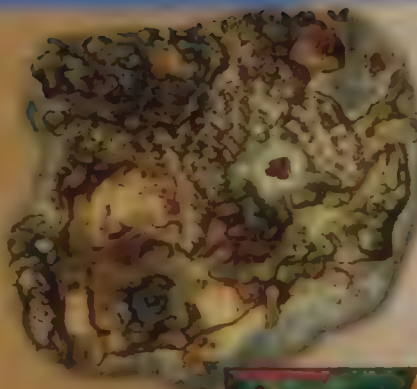
WEST AREA—FIELD, NIGHT				
NO.	NAME	EXP	GP	GOLD
54	Night fox	56	6	56
58	Headhunter	54	0	62
18				

WEST AREA—FOREST, NIGHT				
NO.	NAME	EXP	GP	GOLD
55	Paprikan	54	6	47
58	Headhunter	54	0	62
60	Gorilla	65	0	65
64	Witch	68	12	66
70	Hopster	70	8	69
16				

BEACH—ANY TIME				
NO.	NAME	EXP	GP	GOLD
16	Drackmage	19	6	9
50	Kisser	49	0	53
236	Khalamani kid	44	0	37
239	Yabby	41	2	31
240	King kelp	86	8	56
247	Merman	101	12	106
19				

PICKHAM

Recommended Level 17



AREA MAPS

MAP KEY

- Inn
- Armour Shop
- Weapon Shop
- Item Shop
- Church
- Pub
- Well



ITEMS FOUND

- 12 gold coins
- Rennet powder
- Cowpat
- Mini medal
- Mini medal
- Amor seco essence
- 30 gold coins
- Seed of wisdom
- 33 gold coins
- Bunny tail
- Chain mail
- Holy water
- Magic water
- Mini medal
- Mini medal
- Seed of strength
- Boxer shorts
- Seed of life
- Mini medal
- 26 gold coins
- Waterweed mould
- Fresh milk
- Red mould
- 1000 gold coins
- Power shield
- Mini medal
- (Mimic)
- Rune staff

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Holy water	20G
Chimaera wing	25G
Amor seco essence	120G

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Poison moth knife	950G	Jessica
Hunter's bow	1700G	Angelo
Steel broadsword	2000G	Hero, *Jessica (knife skill)
Iron axe	2600G	Yangus
Holy lance	2700G	Hero

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Bronze armour	840G	Hero
Leather cape	1100G	Angelo
Dancer's costume	1300G	Jessica
Iron shield	720G	Hero, Yangus
Iron helmet	1100G	Hero, Angelo



NOTEWORTHY LOCALS



Mitts

A petty thief, Mitts gets the courage to steal people's treasured possessions out of a bottle. Yet when it comes to confrontations, even liquid courage

won't stop the cowardly crook from curling up like a paranoid porcupine. Mitts may have some information that the party desperately needs when a crisis arises. His storehouse, which is filled with purloined items, is located in the southwest part of Pickham.



Brains

This scholar is a well-known and widely respected source of information. A walking encyclopedia of knowledge and a brilliant

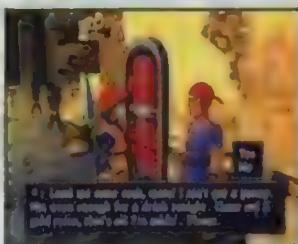
user of deductive reasoning, Brains is the first person Yangus thinks of when the party runs out of clues to Dhoulmagus's whereabouts. No one can understand why an intelligent and civil man like Brains wants to live in a run-down thief's den like Pickham. Yet this is where the party must search if they want to locate Brains.

Dodgy Dave

Whispered of in rumors all over Pickham, there is a merchant known as Dodgy Dave who works from a hidden location in town and trades for rare goods. He recognizes the usefulness of the party's alchemy pot, and will offer better than fair prices for rare items produced in it. Finding Dodgy Dave can be rather tricky, and may only be possible after the party has had to endure some rather trying times.

DEN OF THIEVES

Trode finally finds a place where it is all right for him to mingle with the population without drawing unwanted attention. Unfortunately, Pickham is a hive of scum and villainy. While it is acceptable to speak to the residents to gather information, avoid giving anyone in town any money, with the exception of the legitimate shop merchants.



Avoid giving money to drunks outside the tavern in the southeast alley or town.

SEARCH THE TOWN AND SEARCH WELL

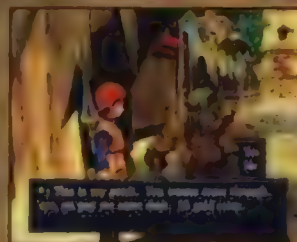
Search the town to find items and speak to the citizens to gather clues regarding the Pickham region. Because Pickham is a town full of pickpockets, there are numerous stolen items located in every nook and cranny, so be sure to search high and low.



Items are located in all sorts of places in Pickham. Leave no bag unsearched.

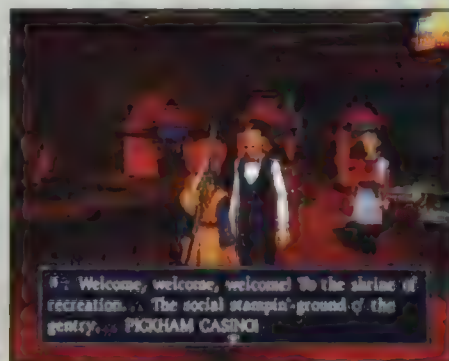
DO NOT PAY TO PASS

A rogue blocking the archway connecting the town entrance to the marketplace demands a bribe of 10 gold coins each time the party attempts to pass. This is a rip-off, since the party can simply navigate through the nearby blacksmith's or down the other alley to reach the northern portion of town. At night, the man is fast asleep and does not present an obstacle.



PICKHAM CASINO

Just west of Pickham's entrance is a casino where travellers can try their luck at games of chance. Speak to the bunny girl behind the counter on the left to purchase game tokens at a rate of one token per 20 gold coins. Tokens are required to play the games and are redeemable for prizes such as rare items and equipment at the other counter across the way.



Speak to the patrons and staff inside the casino to learn how to play the games.

BINGO



In bingo, set down your tokens and keep your fingers crossed. Winning a Bingo is a thrilling experience!

Play Bingo by examining the central machine in the casino. The man wearing red standing near the machine can explain the rules. The minimum bet is five tokens, with bets made in multiples of five. Once a Bingo game starts, the creature inside the machine begins choosing numbered balls at random. The numbers are marked on the Bingo card as chosen. The center square is already marked. After several numbers are drawn, a multiplier

appears in the upper-left corner of the screen. Each time a ball is chosen thereafter that does not score a Bingo, the multiplier decreases. If all 10 balls are drawn and no bingo is scored, the player loses and the game ends. But if the player scores a Bingo, then the player wins the initial bet back times whatever multiplier remains. Therefore, the sooner a Bingo is scored, the higher the winnings. However, Bingo is a passive game where the player has little control over when—or if—a Bingo is scored.

SLOT MACHINES

Examine any of the slot machines along the walls to try your luck and place a bet from one to five tokens. The number of tokens put down determines how many lines are valid. Therefore, by betting more tokens, the player can score three across in more ways, including horizontally and diagonally. The payouts for winning combinations are listed on the marquee at the top of the screen.



Slot machines provide an easy way to make lots of tokens in one shot, especially if you bet five tokens each time!

ALCHEMY POT TIPS: PICKHAM CASINO ITEMS

Try to earn enough tokens to purchase two silver platters and toss them into the alchemy pot with an iron cuirass to make a sturdy **silver cuirass** (Defence 44) for Yangus.

Agility rings are great, but wouldn't it be nice to achieve the agility boost without wasting a character's accessory slot? Mix an agility ring with a standard bandana to generate a **Mercury's bandana** (Defence 23) for the Hero. This headgear actually raises agility as well as defence!

Staves are often more useful for their inherent abilities than their attack bonuses. Instead of using the expensive rune staff in combat, consider combining it with a standard wizard's staff to make the more powerful **staff of antimagic** (Attack 4).

RECIPE SUMMARIES

Silver cuirass = iron cuirass + silver platter + silver platter

Mercury's bandana = bandana + agility ring

Staff of antimagic = wizard's staff + rune staff



Brains's residence is only accessible by navigating across the upper level of Pickham. Ascend the stairs near the second pub in the southeast corner of the town, then cross the upper level. Descend the stairs in the northwest corner to find the information dealer's home.

PICKHAM CASINO EXCHANGE

PRICE	TOKEN COST	EQUIP ON
Magic water	100 tokens	N/A
Silver platter	500 tokens	Jessica
Agility ring	1000 tokens	Hero, Yangus, Jessica, Angelo
Titan belt	1500 tokens	Hero, Yangus, Jessica, Angelo
Rune staff	3000 tokens	Jessica, Angelo
Platinum headgear	5000 tokens	Hero, Angelo

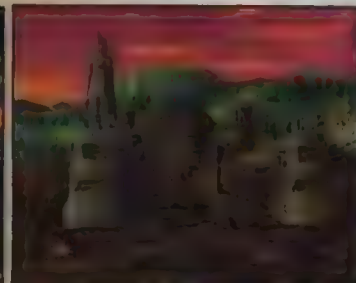
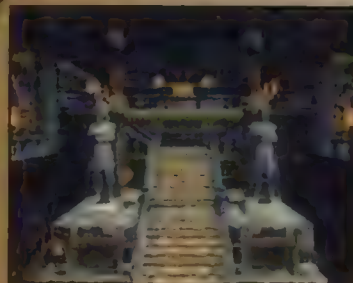
SWORDSMAN'S LABYRINTH

Recommended Level: 18

AREA MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Breakable Pot



Items Found

- 11 gold coins
- 62 gold coins
- Cowpat
- Mini medal
- Mini medal
- Red mould
- Seed of magic
- Antidotal herb
- Swordsman's Labyrinth map
- Cannibon
- Mini medal
- Kitty shield
- Venus' tear

MONSTER APPEARANCES

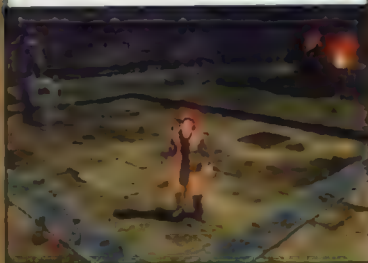
#	NAME	W	U	EXP	GOLD
42	Hedgehime	24	12	18	15
44	Mummy boy	73	0	55	9
62	Cannibon	61	12	76	110
63	Goodybag	55	8	32	106
65	Mummy	66	0	67	10
67	Restless armour	61	0	74	13
68	Lost soul	52	0	62	9
69	Phantom fencer	65	0	68	12

*Appears only when asked to help



LOWERING THE DRAWBRIDGE

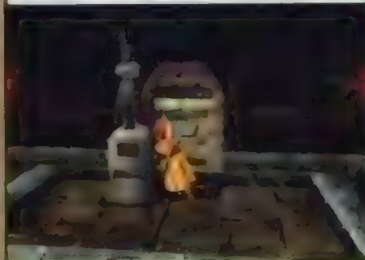
On the fourth level, the party encounters an impassable river of filth, over which hangs a raised drawbridge. Another moveable statue is located nearby. Perhaps by moving the stone monument somewhere within the small area where it rests, the drawbridge might be lowered?



Moving the statue to a specific location should enable the party to lower the drawbridge, if only the proper placement of the statue can be determined.

STATUE BLOCKING THE DOORWAY

A stone statue blocks a doorway on the third level. However, this is a temporary setback. Approach the statue from the front or side and press the **●** button to grab or release the object. Then move the left analog stick to drag the statue out of the way.



Push the statue aside to clear the doorway.

Level 4

Level 3

Level 2

REACHING THE CENTER?

As Yangus points out, the Venus' tear, housed in a large chest sitting at the center of the very first room, tempts unwary adventurers to enter the dungeon with the prospect of a quick profit. However, the treasure cannot simply be taken. The party must first navigate the lower levels of the dungeon and search for some means to reach the center...



Yangus relates a chilling story regarding his first attempt to nab the priceless gem for Red.

Level 1

START

KINGDOM OF TRODAIN

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

ITEMS FOUND

- Cannibox
- Fresh milk x3
- Sledgehammer
- Slime crown
- Seed of magic
- Seed of defence
- 630 gold coins
- Lesser panacea
- Mini medal

INFAMOUS MONSTERS



Pokey Dragon



Man-eater Chest



Slimy Smiley



Punchin' Judy

ITEM SHOP LIST (WEST TRODAIN CHURCH)

ITEM	COST OF	STAMP ON
Medicinal herb	8G	N/A
Antidotal herb	10G	N/A
Holy water	20G	N/A
Chimera wing	25G	N/A
Leather cape	1100G	Angelo
Fur hood	1400G	Herr, Yangus

HILLTOP HUT

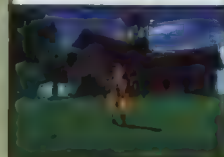
Travellers heading west from Port Prospect into the Kingdom of Trodain should stop by this conveniently located hut, high atop a hill just a few dozen feet past the border. The inn's rate is exceptionally cheap, and an elderly nun can take your confession.



A cave outside the hut that awaits to be explored. Perhaps something of tremendous value can be found there... or perhaps not.

WEST TRODAIN CHURCH

After passing through a large tunnel dug underneath the mountains, turn west and head toward the cliffs overlooking the sea to locate the West Trodain Church. Not only can visitors find an economically priced resting spot and a priest, but there is also a travelling item merchant inside. Speak to the man seated at the table to purchase any consumables that you need, as well as protective clothing.



The West Trodain church is located on the westernmost cliff directly to the west of the mountainous border that separates north and south Trodain.

MONSTER APPEARANCES

SOUTHEAST AREA—FIELD—ANY TIME

NEL	NAME	HP	MP	EXP	GOLD
14	Bodkin archer	21	2	10	8
61	Mud mannequin	63	0	69	15
71	Rockbomb	68	20	70	11
73	Muddy hand	49	0	45	8

SOUTHEAST AREA—FIELD—DAY

NEL	NAME	HP	MP	EXP	GOLD
16	Drackmage	19	6	9	7
83	Pink pongo	81	0	78	18

SOUTHEAST AREA—FIELD—NIGHT

NEL	NAME	HP	MP	EXP	GOLD
17	Beezleboy	16	0	12	10

SOUTHEAST AREA—FOREST—ANY TIME

NEL	NAME	HP	MP	EXP	GOLD
2	Candy cat	10	0	2	2
14	Bodkin archer	21	2	10	8
74	Terror tabby	56	10	67	12
75	Devilmoth	70	0	66	19
76	Buffalo wing	74	12	62	17
80	Jum	75	10	60	4
81	Boe	68	10	59	4
83	Pink pongo	81	0	78	18

SOUTHWEST AREA—ALL TERRAIN TYPES—ANY TIME

NEL	NAME	HP	MP	EXP	GOLD
21	Healslime	24	12	18	13
72	Diesnlo	78	15	72	37
76	Buffalo wing	74	12	62	17
77	Atumbah-jumbeo	345	40	309	41
78	Mum	65	20	68	25
79	Boh	80	Infinite	65	16
80	Jum	75	10	60	4
81	Boe	68	10	59	4
83	Pink pongo	81	0	78	18
87	Garuda	80	21	75	12
105	Hawk man	95	26	100	24

TRODAIN CASTLE AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
62	Cannibox	61	12	76	110
74	Terror tabby	56	10	67	12
77	Mumbah-jumboe	545	40	309	41
78	Mum	65	20	68	25
79	Boh	80	Infinite	65	16
80	Jum	75	10	60	4
81	Boe	68	10	59	4

*Find thief's weapon only

TRODAIN CASTLE AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
2	Candy cat	10	0	2	2
72	Dieablo	78	15	72	37
87	Garuda	80	21	75	12

TRODAIN CASTLE AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
4	Dracky	10	0	2	3
13	Dancing devil	20	0	7	10
70	Hipster	70	8	69	16
75	Devilmouth	70	0	66	19

TRODAIN CASTLE AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
17	Beeblebax	16	0	12	10
74	Terror tabby	56	10	67	12
75	Devilmouth	70	0	66	19
76	Buffalo wing	74	12	62	17
87	Garuda	80	21	75	12

ALCHEMY POT TIPS: ENHANCED ALCHEMY POT RECIPES

After you get Brain's help in Pickham, stay at inns several times. Eventually King Trode expands the alchemy pot to allow for three-ingredient recipes! A few interesting recipes might already be within reach if you have the necessary ingredients currently on hand.

For another boomerang upgrade, mix an edged boomerang with a steel scythe and a wing of bat to produce a **razor wing boomerang** (Attack 42).

Other interesting recipes require ingredients dropped by the rockbomb enemies you fought in the canyons of the Kingdom of Trodain. If you were able to score a rockbomb shard, drop it into the pot, along with a wizard's staff, to create a **magma staff** (Attack 28) capable of casting Bang without MP consumption in battle!

If all you've taken from the rockbombs is rock salt, don't despair! Drop it into the pot with fresh milk (free from any wandering cow), along with some rennet powder, to make **soft cheese**. Forget feeding this to Munchie; the real value of this cheese is that you can sell it for 600 gold coins a pop!

RECIPE SUMMARIES

Razor wing boomerang = edged boomerang + steel scythe + wing of bat

Magma staff = wizard's staff + rockbomb shard

Soft cheese = rennet powder + fresh milk + rock salt

TRODAIN CASTLE

Recommended Level 19

ITEMS FOUND

- Trodain Castle map
- Mini medal
- Magic key
- Gold bracer
- Waterweed mould
- Garter
- Rock salt
- Mini medal
- 46 gold coins
- Templar's sword
- 150 gold coins
- Seed of magic
- Mini medal
- Yggdrasil dew
- Mini medal
- Rusty old sword
- 29 gold coins
- Mini medal
- Magic beast hide
- Imp knife recipe

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
66	Cuteslime	54	20	70	11
71	Rockbomb	68	20	70	11
82	Hunter mech	71	0	76	20
84	Liquid metal slime	8	Infinite	10050	18
86	Wailin' weed	59	0	73	17
87	Garuda	80	21	75	12
88	Infernal armour	88	0	90	19
89	Dragonthorn	164	0	101	25

D on pg. 56

A on pg. 56

E on pg. 56

on pg. 56

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ENTANGLED ENTRANCE

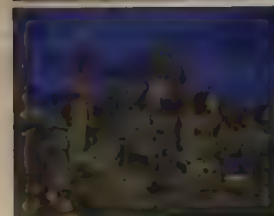
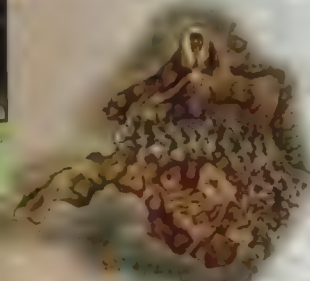
Although thorny vines block the front entrance to the castle, do not let the plants deter you. Examine the vines to make Jessica use her magic to burn them away. This allows you to open the doors and proceed.



Vines cover the main entrance to the castle, but Jessica eventually takes care of them.

AREA MAPS MAP KEY

- Breakable Barrel
- Breakable Pot
- Item Bag
- Cabinet/Wardrobe/Cupboard
- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key



START



Level 3



Level 4



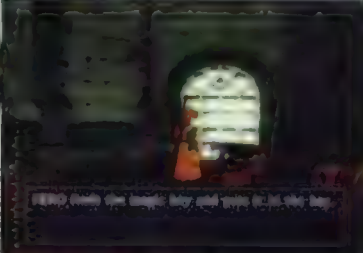
Level 2

THE LIBRARY DOOR
Because the door between the exterior courtyard and the library is locked, the party must navigate through the castle and find their way to the library. Once you've reached the library, you can unlock the door from the inside to save time on your next visit.



Unlock the library door to enter Inverlyr Castle by any magical means.

THE MAGIC KEY
The chest in the storage room cannot be unlocked with the thief's key. However, the magic key is in the next chest. This key allows you to open not only the chest in the storage room, but also many of the chests throughout Trodain, Pickham, and Ascantha that could not be opened with the thief's key.



With the magic key in hand, you can unlock many of the stubborn chests throughout the world.



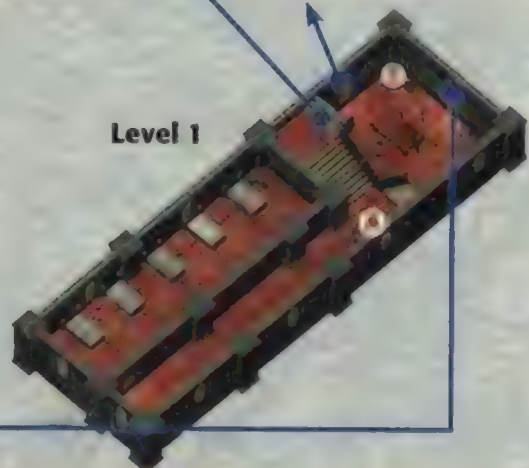
Library



Level 2



Level 1



Level 1

ALCHEMY POT TIPS: NEW INGREDIENTS IN TRODAIN CASTLE

Thorough exploration of Trodain Castle reveals several new ingredients, although their alchemy uses may not be obvious. For example, the magic beast hide seems to do nothing except transform strong armaments into mere leather. But if you have two of them, you can combine them to form a fur poncho (Defence 29) for Yungus that reduces damage from both physical and magical attacks.

The garter is a fine defensive item for Jessica, but the alchemy pot can make it into something even better. Mix the garter with a hunter's bow to form **Eros' bow** (Attack 45), an exceptional weapon for Angelo.

The gold brace and Templar's sword found within the castle are also valuable ingredients that can be used for future recipes. **Do not sell them**, because no merchant in the game supplies replacements.

RECIPE SUMMARIES

Eros' bow = hunter's bow + garter

Fur poncho = magic beast hide + magic beast hide



BENEATH ASCANTHA

Recommended Level: 20

AREA MAPS



MONSTER APPEARANCES

lvl	name	HP	MP	EXP	GOLD
10	Mischievous mole	15	0	4	5
63	Goodybag	55	8	32	106
73	Muddy hand	49	0	45	8
85	Mad mole	65	0	68	16
90	Idlers river	78	0	56	17

To Field

A TUNNEL UNDER THE KINGDOM?

Looks like someone has broken into the area beneath Ascantha Castle! Who could've done such a thing? What were they after? And how were they able to get in?





Venture through the hole in the wall and see where it leads.




LAND OF THE MOLES

WORLD MAPS

MAP KEY

-  Treasure Chest, requires thief's key
-  Treasure Chest, requires magic key

ITEMS FOUND

-  Fresh milk
-  Seed of life
-  Mini medal

INFAMOUS MONSTER



Mole Map

Mole Hole

Beneath Ascantha

MONSTER APPEARANCES

LAND OF THE MOLES—ANY TIME

NO.	NAME	15	30	45	60
10	Mischievous mole	15	0	4	5
56	Chimaera	54	6	64	12
85	Mad mole	65	0	68	16
90	Mars rover	78	0	56	17
105	Hawk man	95	26	100	24

MOLE HOLE

Recommended Level: 20

AREA MAPS

ITEMS FOUND

- Mole Hole map
- Mini medal
- Seed of defence
- Stone hardhat
- Moonshadow harp

MONSTER APPEARANCES

NO.	NAME	EXP	EXP	EXP	GOLD
10	Mischievous mole	15	0	4	5
71	Rockbomb	68	20	70	11
73	Muddy hand	49	0	45	8
85	Mad mole	65	0	68	16
90	Mars rover	78	0	56	17
91	Preper	78	32	75	14

MAP KEY

- Breakable Pot
- Treasure Chest
- Treasure Chest, requires thief's key



AREA

LAND OF THE MOLES

START

Map

FRIENDLY MOLES

Although most moles you encounter in the Mole Hole are ready for battle, some of them have other things than battle on their minds.



Speak to moles standing throughout all levels of the Mole Hole to learn the situation here, and to receive hints and warnings.

Level 1

Level 2

Level 3

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

Items Found

- Fresh milk x2
- Seed of life
- 950 gold coins
- Iron armour
- Bronze knife
- Iron mask
- Mini medal

INFAMOUS MONSTERS



Lowly Fugger



Colossal Clione



Nightstalker



Death Talons



Terror Talons



Musdy Mohawker



Loopy Lupus



Cigarettes Gangster



Metal Rattle



MONSTER APPEARANCES

SHIP TRAVEL—AREA A—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
105	Hawk man	95	26	100	24
237	See urchin	16	4	24	20
241	Wild boarfish	62	0	60	11
246	Eveel	96	0	92	11

SHIP TRAVEL—AREA B—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
105	Hawk man	95	26	100	24
237	See urchin	16	4	24	20
241	Wild boarfish	62	0	60	11
251	Sea dragon	123	24	114	51

SHIP TRAVEL—AREA C—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
236	Khalamani kid	44	0	37	9
243	See angel	102	15	79	18
248	King squid	261	0	116	46
254	Siren	112	16	123	43

SHIP TRAVEL—AREA D—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
118	Hades condor	102	16	99	22
236	Khalamani kid	44	0	37	9
238	Man o' war	35	0	23	12
240	King kelp	86	8	56	16
248	King squid	261	0	116	46
252	Foul anchor	47	16	121	53
259	Tentacular	502	20	303	52

SHIP TRAVEL—AREA E—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
129	Shade	86	0	78	14
236	Khalamani kid	44	0	37	9
242	Anchorman	80	16	75	19
248	King squid	261	0	116	46
250	Pigmation	100	12	109	13
253	Poison eveel	110	0	116	16
259	Tentacular	502	20	303	52
260	Abyss diver	230	21	255	38

UNNAMED ISLE 1—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
36	Metal slime	4	Infinite	1350	5
99	Orc	105	Infinite	11	31
101	Treevil	109	0	95	27
108	Redtail hipster	103	0	92	36
116	Bomboulder	115	10	111	11

UNNAMED ISLE 2—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
66	Cureslime	54	20	70	11
97	Bodkin fletcher	88	0	86	23
106	Tap devil	85	0	78	21
112	Iron scorpion	64	21	82	21
119	Frogman	116	16	111	18

UNNAMED ISLE 3—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
101	Venom wasp	92	0	89	13
102	Battle beetle	57	12	96	22
111	King slime	210	25	110	51
113	Toxic zombie	116	0	75	17
115	Volpone	107	24	102	43

UNNAMED ISLE 4—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
95	Puppet player	100	15	90	41
104	Skeleton soldier	94	12	93	26
107	Mushroom mage	111	10	75	13
109	Jumping jackal	111	0	103	32
117	Skullinder	109	0	97	32

UNNAMED ISLE 4—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
98	Venom wasp	92	0	89	13
102	Battle beetle	57	12	96	22
111	King slime	210	25	110	51
113	Toxic zombie	116	0	75	17
115	Volpone	107	24	102	43

CAPE WEST OF PICKHAM—ANY TIME

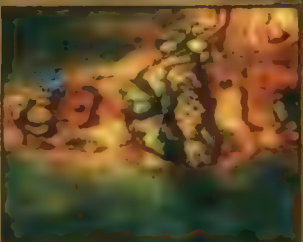
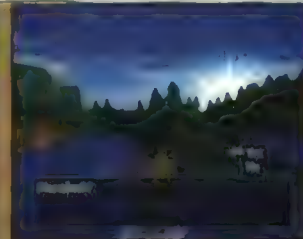
NO.	NAME	HP	MP	EXP	GOLD
116	Bomboulder	115	10	111	11
121	Magic dumbbell	78	18	41	9
132	Hoodlum	123	0	106	32
136	Jabberwockee	645	13	318	100
137	Jab	90	Infinite	81	25
138	Ber	75	0	71	25
139	Kee	75	10	61	25
140	Woc	75	12	61	25
142	Robo-robin	99	99	96	43
143	Puppet master	130	8	132	51

TRAVEL BY SEA

Once the party has obtained a sailing vessel from somewhere within the Kingdom of Trodain, you can voyage around the world via any ocean or any river connected to an ocean. When travelling by ship, the party will still be subject to random encounters with monsters. The sea region in which the party is sailing determines the types of monsters encountered. Use the color-coded map to determine where to battle the monsters listed in this section. However, use caution, and avoid taking on monsters that might be too tough for the party!

Once the party obtains a ship, they can explore many new and exciting locations inaccessible by foot. To disembark, sail up next to the land area where you want to dock and move around until the option to disembark appears onscreen. If there are no places to disembark, the option will not appear and you will be forced to find alternate ways to get to where you want to go.

If you use Zoom to zip from one continent to another, the ship relocates automatically to the nearest available shore, so you can access it from almost anywhere. The location of the party's ship is always marked on the world map.



PREVIEW FUTURE DESTINATIONS

Now you can reach many locations by docking nearby and travelling short distances on foot. The party can now visit places such as the Northwest Isle, the Holy Isle of Neus, and the small northern continent of Savella. Special events may take place while you're visiting some of these locations, and you can find some items at each stop. When you're visiting a new location (which is covered in greater detail later in the book), be sure to flip ahead to determine which items might be available.

PRINCESS MINNIE'S CASTLE

AREA MAPS

Recommended Level: 21



MAP KEY

Item Shop

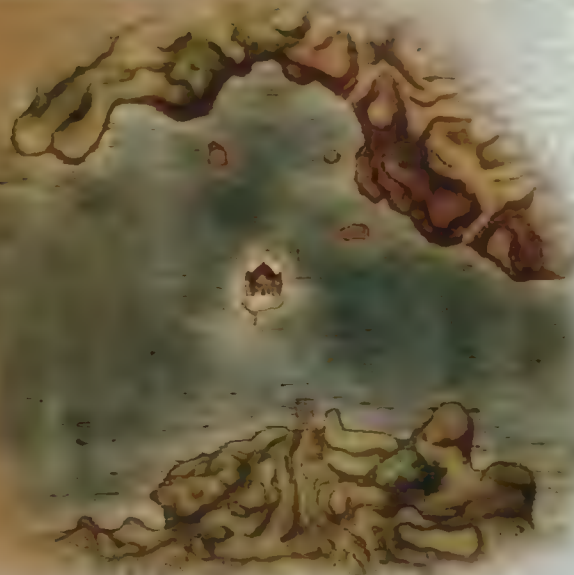
Gold Bank

ITEMS FOUND

- Mini medal
- Double-edged sword
- Seed of strength
- Mini medal
- Seed of life

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Chimaera wing	25G
Red mould	30G
Waterweed mould	35G



NOTEWORTHY LOCALS

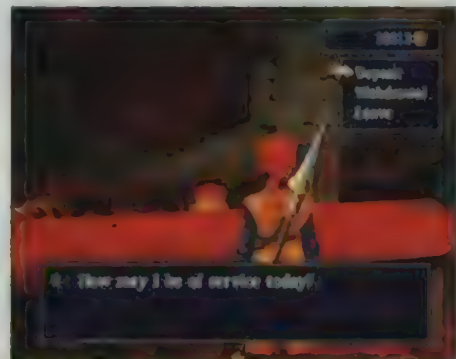


Princess Minnie

The princess is filling in for her ailing father, the King of Medals. When you give her the **mini medals** you've collected on your journeys, Princess Minnie bestows valuable rewards upon the party!

GLOBAL GOLD BANK

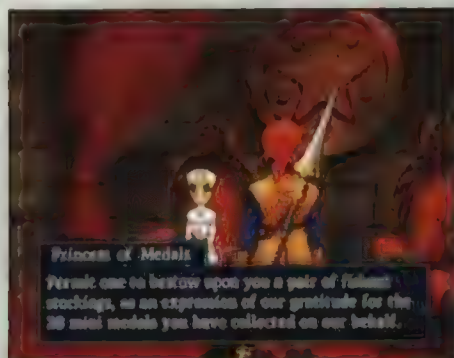
Speak to the short man behind the counter to deposit gold coins in the Gold Bank. Sometimes it's best to store excess gold coins in the bank, just in case the party is wiped out in the field and lose the gold coins in their inventory. Gold Banks are located in several places throughout the world, so depositing and withdrawing money is easy with access points in many towns.



Gold Banks help the party to preserve most of its wealth in case of sudden hardship.

MINI-MEDAL REWARDS

When the party first enters the castle, Princess Minnie is upstairs, tending to the bedridden King. She then retires to the throne room, where you can consult with her any time. Speak to Princess Minnie to remind yourself how many mini medals you've turned in, to turn in more medals, and to see how many more you need in order to claim a reward from the Princess.



After Princess Minnie returns to her throne, speak to her to exchange mini medals for rare equipment and items.

MINI MEDAL REWARDS	
Item	TOTAL MINI MEDALS RETURNED
Fishnet stockings	28 medals
Posh waistcoat	36 medals
Staff of divine wrath	45 medals
Gold nugget	52 medals
Meteorite bracer	60 medals
Miracle sword	68 medals
Sacred armour	75 medals
Orichalcum	83 medals
Metal lung helm	90 medals
Dangerous bustier	99 medals
Flail of destruction	110 medals



ARLAI

ARLAI

BACCARAT REGION

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

ITEMS FOUND

- 800 gold coins
- Seed of defence
- Seed of agility
- Mini medal
- 1200 gold coins
- Fresh milk x2
- Tough guy tattoo
- Mini medal

INFAMOUS MONSTERS



Fetters



Raging Rooster



Abominable Ape



Wild Spearman

SEAVIEW CHURCH

This church, located near the best docking point for a sea vessel in the Baccarat region, is not only a great place to save the game, but also the site of the best inn in the entire game. Thanks to the charity of the Goddess, travellers can always stay here for free!



The Seaview Church atop the southern island is not only the best place to rest and recuperate in the world.



MONSTER APPEARANCES

NORTH BACCARAT AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
92	Cockateer	105	0	90	28
93	Great sabrecat	95	0	120	31
96	Spiritnik	108	0	92	18
99	Orc	105	Infinite	94	31
111	King slime	210	25	110	51
116	Bomboulder	115	10	111	11

NORTH BACCARAT AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
92	Cockateer	105	0	90	28
93	Great sabrecat	95	0	120	31
98	Venom wasp	92	0	89	13
99	Orc	105	Infinite	94	31

SOUTH BACCARAT AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
92	Cockateer	105	0	90	28
94	Metalslime knight	90	8	91	33
99	Orc	105	Infinite	94	31
109	Jumping jackal	111	0	103	32
116	Bomboulder	115	10	111	11

SOUTH BACCARAT AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
49	Treelace	64	0	67	23
95	Puppet player	100	15	90	41
97	Bodkin fletcher	88	0	86	23
98	Venom wasp	92	0	89	13
100	Night emperor	100	0	93	46

EAST BACCARAT AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
49	Treelace	64	0	67	23
101	Tremor	109	0	95	27

EAST BACCARAT AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
99	Orc	105	Infinite	94	31
109	Jumping jackal	111	0	103	32
116	Bomboulder	115	10	111	11

EAST BACCARAT AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
95	Puppet player	100	15	90	41
100	Night emperor	100	0	93	46
102	Battle beetle	57	12	96	22

EAST BACCARAT AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
49	Treelace	64	0	67	23
98	Venom wasp	92	0	89	13
101	Tremor	109	0	95	27
102	Battle beetle	57	12	96	22
109	Jumping jackal	111	0	103	32

BACCARAT

Recommended Level: 24



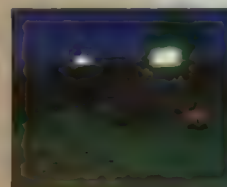
AREA MAPS

WEAPON AND ARMOUR SHOP LIST

ITEM	COST (G)	EQUIP ON
Poison needle	1900	Jessica
Steel scythe	3700	Yangus
Dancer's costume	1300	Jessica
Iron armour	1800	Hero, Yangus
Light shield	2250	Hero, Yangus, Jessica, Angelo
Coral hairpin	950	Jessica

MAP KEY

- Inn
- Gold Bank
- Pub
- Armour Shop
- Weapon Shop
- Item Shop
- Church
- Well



ITEMS FOUND

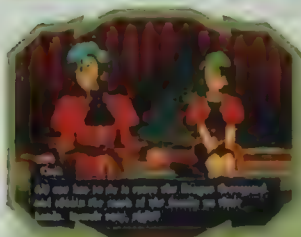
- Seed of defence
- Fresh milk
- Seed of wisdom
- Mini medal
- Seed of strength
- Bunny tail
- Garter
- Dancer's costume
- Mini medal
- Mini medal
- Gold ring
- Spangled dress
- Strong Medicine
- Cool cheese
- 72 gold coins
- Amor seco essence
- Mini medal
- Mini medal
- Mini medal
- Rennet powder
- Magic water
- Ruby of protection
- 600 casino tokens
- 200 or 400 casino tokens

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Holy water	20G
Chimaera wing	25G
Moonwort bulb	30G
Amor seco essence	120G



NOTEWORTHY LOCALS



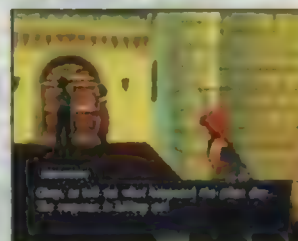
Cash and Carrie

The twin children of the Baccarat casino owner, Golding, are holed up in their family mansion and have not been seen for a while. The party must

determine why the twins have taken such precautions and what has become of Golding.

THE CASINO IS CLOSED

Speak to the citizens of Baccarat to determine why the casino is closed. While searching the town for items and clues about what's happening here, visit the nightclub in the basement of the hotel. Speak to the bunny-girl waitress on duty to find out where the bartender is. Then head upstairs to the top floor of the hotel to overhear an important conversation between the bartender and the casino manager. Follow the bartender back down to the nightclub to harass him for more information. This method of investigation should tally up enough clues to tell you what to do next.



Find the hotel-nightclub's bartender in order to get the scoop on Baccarat.

CHATEAU FELIX

Recommended Level: 24

AREA MAPS



Items Found

- ?? Sand of serenity
- ?? Baurren's bell



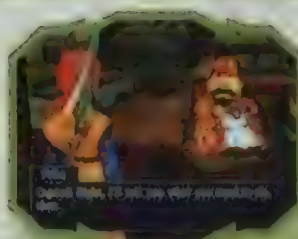
NOTEWORTHY LOCALS



Tom

Tom is the sabrecat wrangler and general all-purpose manservant of Master Felix. Although he's an extremely friendly fellow, he won't be fooled

by anyone who trundles in off the well-beaten path outside the Chateau. Speak to Tom to learn more about sabrecats, Master Felix, and the function of the Chateau.



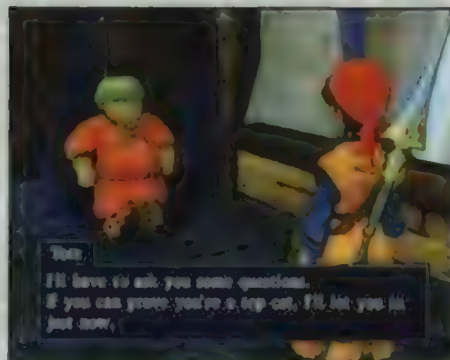
Master Felix

Master Felix is the foremost expert when it comes to sabrecats, but few know of his existence and even fewer know what he does for a living. Speak

with Master Felix to learn more regarding the nature of sabrecats, and what the heroes might be able to do to help Master Felix...

KING OF THE SABRECATS

Speak with Tom at the doors of the sabrecat sanctuary. Tom is under strict orders not to let just anyone inside, so he challenges the party with a short quiz regarding their attitudes toward cats. Your answers determine whether Tom will let the party proceed to speak with Master Felix. Try different combinations of answers to his three questions, and enjoy his amusing responses. Whenever you decide to get serious and give Tom the "right" answers, he opens the doors to Chateau Felix.



Tom is an amusing character with some very important questions for the party.

WILKIN

RAZORHAI
HOLLOO



KINGDOM OF ARGONIA

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

ITEMS FOUND

- 41 gold coins
- Iron helmet
- Mini medal
- Seed of strength
- Seed of wisdom
- 1500 gold coins
- Yggdrasil leaf
- Seed of agility
- Lightning staff
- Fresh milk x3
- Prayer ring
- Seed of skill
- Prayer ring
- Silver platter
- Light shield
- Mini medal
- Steel shield
- Mini medal
- Eagle dagger
- Mini medal
- Mini medal
- Lizard humour

SEER'S RETREAT

The first time you visit the Seer's Retreat, the old hermit most likely won't be at home. The Seer can be found at the nearby spring. Join him there to learn of the Mystical Spring's qualities.

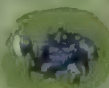


The next time you find yourself wondering how to use strange important items, remember how insightful the Seer is.

INFAMOUS MONSTERS



All Day Sucker - Bundle of joy



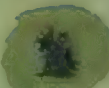
Hooded Hacker



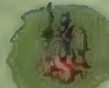
Slime Creator



King of Dumbira



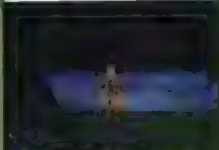
Al'Gee



Octavius Maximus

MYSTICAL SPRING

Drinking the refreshing waters of this spring in the western mountains of the Argonian Kingdom is well worth a visit. The Mystical Spring attracts all sorts of interesting personalities. The party might encounter some extremely informative and important people here by visiting at the right time, or after certain major events.



Drawn from the waters of the Mystical Spring and see what happens. Visit here often, especially after major story events and after obtaining important items. To learn more about the party's future, visit.

PEDDLER'S TENT

Camped on the roadside heading west from Argonia is a band of travellers. During the daytime only, a merchant seated near the outdoor fire sells items and weapons.



The friendly campers offer help in the form of regional travel tips, alchemy pot recipes, and items for sale.

ROYAL HUNTING GROUND: HOUSE

The folks who live just outside the entrance of Argonia's Royal Hunting Ground are well-versed in the history of the area. They'll offer up their hospitality and provide helpful hints and advice concerning any upcoming tasks that the party may face.



The good natured Argonian children living by the entrance of the Royal Hunting Ground are extremely friendly and helpful people.



ITEM SHOP LIST

ITEM	COST	EQUIP ON
Medicinal herb	8G	N/A
Moonwort bulb	30G	N/A
Holy water	20G	N/A
Dream blade	4700G	Hero, Jessica (knife skull), Angelo
Turtle shell	2500G	Yangus
Clank of evasion	5000G	Jessica, Angelo

MONSTER APPEARANCES

EASTERNMOST AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
101	Treevil	109	0	95	27
112	Iron scorpion	64	21	82	21
119	Frogman	116	16	88	18
123	Magic marionette	117	0	108	27
126	Berserker	120	0	118	19

EAST CENTRAL AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
101	Treevil	109	0	95	27
109	Jumping jackal	111	0	103	32
119	Frogman	116	16	88	18
123	Magic marionette	117	0	108	27
126	Berserker	120	0	118	19

SOUTHEAST AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
112	Iron scorpion	64	21	82	21

SOUTHEAST AREA—DAY

NO.	NAME	HP	MP	EXP	GOLD
117	Skullrider	109	0	97	32
118	Hades condor	102	16	99	22
121	Magic dumbbell	78	14	41	9
122	Gargoyle	120	0	114	36

SOUTHEAST AREA—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
113	Toxic zombie	116	0	75	17
116	Bomboulder	115	10	111	11
123	Magic marionette	117	0	108	27
125	Lump wizard	108	Infinite	112	22

CENTRAL AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
66	Cureslime	54	20	70	11
97	Bodkin fletcher	88	0	86	23
112	Iron scorpion	64	21	82	21
124	Notso macho	147	12	120	38

CENTRAL AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
117	Skullrider	109	0	97	32

CENTRAL AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
106	Tap devil	85	0	78	21

CENTRAL AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
101	Treevil	109	0	95	27
106	Tap devil	85	0	78	21
107	Mushroom mage	81	10	75	13
119	Frogman	116	16	88	18
125	Lump wizard	108	Infinite	112	22

WEST CENTRAL AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
121	Magic dumbbell	78	14	41	9
122	Gargoyle	120	0	114	36
124	Notso macho	147	12	120	38
127	Bulldozer	131	0	117	31
131	King cureslime	180	Infinite	136	16

WEST CENTRAL AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
119	Frogman	116	16	88	18
123	Magic marionette	117	0	108	27
125	Lump wizard	108	Infinite	112	22
128	Ghoul	182	0	98	17
129	Shade	86	0	78	14

WEST CENTRAL AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
36	Metal slime	4	Infinite	1350	5
56	Chimaera	54	6	64	12
107	Mushroom mage	81	10	75	13
119	Frogman	116	16	88	18
127	Bulldozer	131	0	117	31
131	King cureslime	180	Infinite	136	16

NORTHEAST AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
130	Lethal armour	145	20	124	52

NORTHEAST AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
66	Cureslime	54	20	70	11
122	Gargoyle	120	0	114	36
124	Notso macho	147	12	120	38
127	Bulldozer	131	0	117	31
131	King cureslime	180	Infinite	136	16
134	Demonrider	126	0	131	37

NORTHEAST AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
123	Magic marionette	117	0	108	27
125	Lump wizard	108	Infinite	112	22
128	Ghoul	182	0	98	17
129	Shade	86	0	78	14
132	Hoodlum	123	0	106	32

NORTHEAST AREA—FOREST—DAY

NO.	NAME	HP	MP	EXP	GOLD
56	Chimaera	54	6	64	12
107	Mushroom mage	81	10	75	13
119	Frogman	116	16	88	18
127	Bulldozer	131	0	117	31
133	Hocus chimaera	108	8	115	35

SOUTHEAST AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
106	Tap Devil	85	0	78	21
119	Frogman	116	16	88	18
123	Magic marionette	117	0	108	27

SOUTHEAST AREA—DAY

NO.	NAME	HP	MP	EXP	GOLD
95	Puppet player	100	15	90	41
117	Skullrider	109	0	97	32
122	Gargoyle	120	0	114	36

SOUTHEAST AREA—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
100	Night emperor	100	0	93	46
125	Lump wizard	108	Infinite	112	22
245	Crayzee	91	16	94	25

SOUTHEAST SHORE AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
122	Gargoyle	120	0	114	36
125	Lump wizard	108	Infinite	112	22
242	Anchorman	80	16	75	19
244	Squid kid	74	0	74	15
247	Merman	101	12	106	19
249	Octavian sentry	116	36	120	33
256	Seasaur	181	0	194	36

ATLAS

KINGDOM OF ARGONIA

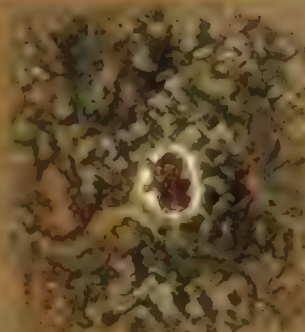
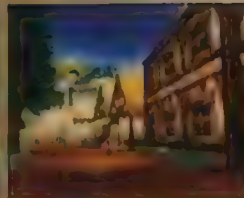
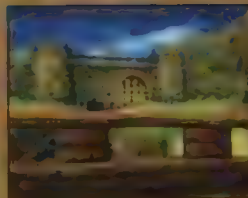
ARGONIA

Recommended Level: 25

AREA MAPS

MAP KEY

- Inn
- Item Shop
- Armour Shop
- Church
- Weapon Shop



Items Found

- 30 gold coins
- 50 gold coins
- 80 gold coins
- Rennet powder
- Rennet powder
- Cool cheese
- Strong medicine
- Feathered cap
- Strong antidote
- Plain cheese
- Rock salt
- *Seed of magic (after bazaar moves inside)
- *Mini medal (after bazaar moves inside)
- Mini medal
- Mini medal
- Wayfarer's clothes
- Iron axe
- Hairband
- Turban
- Magic water
- Leather cape
- Seed oil strength
- Elfin eloir
- 30 gold coins
- Mini medal
- Mini medal
- Cloak of evasion
- Mini medal
- Devil's tail
- Magical hat
- Battle fork
- ?? Important Item
- Mini medal
- Skull ring
- Moon axe

WEAPON AND ARMOUR SHOP LIST

ITEM	COST (G)	EQUIP ON
Battle-axe	4300G	Yangus
Portisan	4400G	Hero
Silver mail	4300G	Hero, Angelo
Magic vestment	4400G	Jessica, Angelo
Light shield	2250G	Hero, Yangus, Jessica, Angelo
Silver tunic	1450G	Jessica

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Holy water	20G
Chimera wing	25G
Moonwort bulb	30G



Bazaar Weapon Shop List

WEAPON	COST (G)	EQUIP ON
Chain whip	2290G	Jessica
Razor wing boomerang	3800G	Hero
Zombiesbane	6300G	Hero, *Jessica (knife skill)
War hammer	6700G	Yangus
Falcon knife	7700G	Jessica

Bazaar Armour Shop List

ARMOUR	COST (G)	EQUIP ON
Heavy armour	5000G	Yangus
Silk bender	5500G	Jessica
Magic armour	6100G	Hero, Angelo
Magic shield	5000G	Hero, Angelo
Mage's hat	2700G	Jessica
Iron mask	3500G	Hero, Yangus

Bazaar Accessory Shop List

ACCESSORY	COST (G)	EQUIP ON
Bunny tail	50G	Hero, Yangus, Jessica, Angelo
Gold bracer	350G	Hero, Yangus, Jessica, Angelo
Gold ring	2000G	Hero, Yangus, Jessica, Angelo
Tough guy tattoo	2400G	Hero, Yangus, Jessica, Angelo
Scholar's specs	2700G	Hero, Yangus, Jessica, Angelo
Ruby of protection	3100G	Hero, Yangus, Jessica, Angelo

Bazaar Item Shop List

ITEM	COST (G)
Rennet powder	10G
Fresh milk	30G
Red mould	30G
Waterweed mould	35G

Bazaar Yggdrasil Leaf Shop List

ITEM	COST (G)
Yggdrasil leaf	1000G*

*Only for sale if you possess a Yggdrasil leaf.

Noteworthy Locals



King Clavius

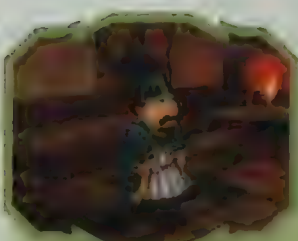
The honorable King of Argonia rules his kingdom with a fair hand. However, certain family matters are distressing him at this time. Can the heroes assist the King and his troublesome son, Prince Charmles?



Prince Charmles

The Prince is prone to hiding in the castle or running off to a neighboring town to escape his royal obligations, causing

his father great concern. Charmles is worried about a forthcoming initiation ritual, in which he must go to the Royal Hunting Ground and hunt Argon lizards. What's he so afraid of?



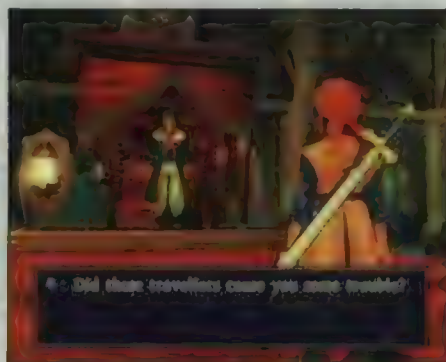
Chancellor of Argonia

The Chancellor is truly dedicated to the causes of the King and the furtherance of the Argonian royal succession. He has a beautiful

mansion located on the hill overlooking the city. Not much could cause him to abandon his post, unless there were significant troubles at home...

The Challenge of Charmles

The party is forbidden entrance to the castle without first visiting the Dark Ruins on the Northwest Isle. The party need not explore all till the Dark Ruins, but must visit there before they can enter the castle. Speak to the guards at the front doors near the church to determine the reason. The throne room of King Clavius is on the second floor. Speak to the King to learn the situation in Argonia, and how the party can help.



King Clavius needs the assistance of a few good heroes. And a past so happens a few good ones have arrived.



ALCHEMY POT TIPS: ALCHEMY, ARGONIAN STYLE

Baccarat has a few interesting ingredients for alchemists, but most of the important items are waiting in Argonia. Items like the bottle-axe, silver mail, and light shield should go straight from the store shelves into the alchemy pot, to be transformed into far superior items.

With the magic key available, the thief's key is now obsolete. Drop it into the alchemy pot along with the bottle-axe to create the **bandit axe** (Attack: 55), which sells for a nice profit. Transform the light shield into the improved **white shield** (Defense: 28) using only two bottles of fresh milk. This upgrade is virtually free. And while the silver mail is a fantastic armor, you can further improve it by mixing it with Jessica's old dancer's costume to create **dancer's mail** (Defense: 57).

RECIPE SUMMARIES

Bandit axe = bottle-axe + thief's key

Dancer's mail = dancer's costume + silver mail

White shield = light shield + fresh milk + fresh milk

ATL 42

ALCHEMY IN
ARGONIA



ALCHEMY POT TIPS: NEW INGREDIENTS AT THE ARGONIA BAZAAR

The Argonia Bazaar sells a wide variety of fantastic items, many of which can be further improved with alchemy! The heavy armour, for example, has a respectable defence score of 52. Boost that by dropping it into the pot along with a bandit axe and a bandit's grass skirt, making a suit of **bandit mail** (Defence 80) for Yngus. You can also boost the magic armour by mixing it with an edged boomerang to make a suit of damage-reflecting **spiked armour** (Defence 66).

Give Jessica's wisdom a double boost by purchasing two scholar's specs, one to wear and one to mix with a magical hat (sold separately) to make a **scholar's cap** (Defence 33). Produce a second scholar's cap in the alchemy pot, and combine it with a magic vestment (sold in Argonia's regular shop) to create a **sage's robe** (Defence 55) for Angelo.

You can produce a fantastic spear by mixing a battle fork and a devil's tail (found in Argonia Castle) with a poison needle (sold in Baccarat). The resultant **demon spear** (Attack 86) can occasionally score one-hit kills!

RECIPE SUMMARIES

Bandit mail = bandit axe + bandit's grass skirt + heavy armour

Scholar's cap = magical hat + scholar's specs

Spiked armour = edged boomerang + magic armour

Sage's robe = magic vestment + scholar's cap

Demon spear = battle fork + poison needle + devil's tail

ROYAL HUNTING GROUND

AREA MAPS

Recommended Level: 20



ITEMS FOUND

Dragon scale

Mini medal

MONSTER APPEARANCES

No.	Name	HP	MP	EXP	COIN
133	Hocus chimera	108	8	115	35
135	Killer moth	84	8	116	14
145	Jackal ripper	142	Infinite	123	32
150	Hacksaurus	171	0	216	55
153	Ore king	148	18	154	38

MAP KEY

Treasure Chest, requires magic key

Item Bag

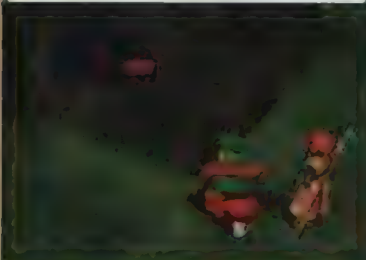


In the northwest section of the Royal Hunting Ground, strange fruit called salamangoes grow in a small patch. You can pick them up, carry them, and throw them just like breakable barrels or pots. Upon sinking the ground, they release a small cloud of pollen that awakens and attracts Argon lizards.



1. *Chrysomelidae* (Colorado potato beetle)
 2. *Curculionidae* (Colorado potato beetle)

Find a way to draw the Argon lizard out of the cave.



THE UNIVERSITY OF CHICAGO

Argon lizards are highly sensitive creatures and are easily frightened off by the sight or sound of quickly approaching hunters. To sneak up on them, approach from behind by walking using the directional button.





1. The first step is to identify the problem. This involves understanding the situation and the goals that need to be achieved.

NORTHWEST ISLE

WORLD MAPS

MAP KEY

-  Treasure Chest
-  Treasure Chest, requires magic key

ITEMS FOUND

-  Mini medal
-  Zombie mail

INFAMOUS MONSTERS



Skeleton soldier Occult rider War at Arms



MONSTER APPEARANCES

NORTHWEST ISLE—ANY TIME

MON.	NAME	EXP	EXP	EXP	GOLD
103	Lump shaman	80	30	90	32
104	Skeleton soldier	94	12	93	25
107	Mushroom mage	81	10	75	13
113	Toxic zombie	116	0	75	17
114	Lesser demon	119	0	107	38

DARK RUINS

Recommended Level: 29

ITEMS FOUND

- Mini medal
- Dark Ruins map
- Mini medal
- Dragon scale
- (Mimic)
- Saint's ashes

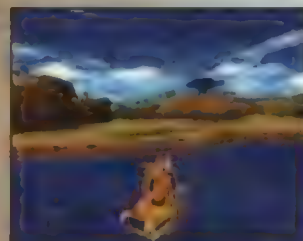
MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
44	Mummy boy	73	0	55	9
65	Mummy	66	0	67	10
120	Mimic	144	Infinite	128	72
148	Blood mummy	138	0	125	16
149	Phantom swordsman	102	0	164	34
151	Bone baron	122	0	176	36
154	Soulspawn	75	0	158	9
157	Fallen priest	138	50	183	83
164	Troll	423	0	210	46

AREA MAPS

MAP KEY

- Breakable Barrel
- Treasure Chest
- Treasure Chest, requires magic key



RELAY

WILDMAN

THE VOID

Upon entering the Dark Ruins, the party lose themselves in total darkness. Movement in any direction causes the heroes to exit the Dark Ruins. There must be some way to remove the dark veil preventing you from exploring this enigmatic location.



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RAISING THE CENTRAL STAIRS

The central stairs in the entrance hall are collapsed, preventing the party from proceeding. Somewhere nearby, there should be a mechanism that raises the stairs.



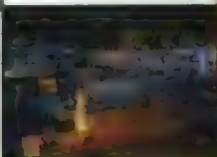
Inspect the large room to find a way to raise the central stairs on the first floor.

Level 1

Level 2

BUILDING BRIDGES

To get across the area, you must move across both the ground floor and the raised platforms. However, gaps between the raised pathways prevent further progress. Surely, there must be some mechanisms that allow mere mortals to raise platforms between the gaps in the upper pathway?



Raising several steps within the area might open the path behind, but may also create a raised path to the entrance.

Basement Level 2

Basement Level 1

MAP KEY

- Breakable Barrel
- Treasure Chest
- Treasure Chest, requires magic key

Basement Level 3

DEMONIC RAYS

In the room with the large mural depicting the ancient battle between good and evil, two massive statues emit scorching beams of light. If the statues could somehow be rotated, perhaps they could be made to point toward some significant portion of the giant mural...



From within the room, through the large mural, the mural by statues of the interesting features of the cave.

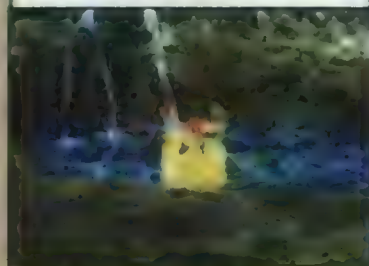


MAP

DEMONIC RAYS

SPARKLING REFRESHMENT

Before proceeding to the final chamber of the ruins, step into the small side chamber on Basement Level 4. Inside is a pool of clear water that fully restores the party's HP and MP!



From the water in the ruins, the water is clear and sparkling, representing the party's HP and MP.



Basement Level 4



ARCADIA REGION

WORLD MAPS

MAP KEY

- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key
- Treasure Chest, requires ultimate key

ITEMS FOUND

- Fresh milk
- Elfin elixir
- Assassin's dagger
- Titan belt
- Silver bar

INFAMOUS MONSTERS



Assassin's Dagger



Elfin Elixir



Assassin's Dagger

CHAPEL OF AUTUMN

Consider a visit to the church located northwest of Rydon's Tower before and after visiting the obsessive stonemason, and before proceeding to the frozen Blizzard Peaks in the far north.



Beautifully preserved and rest of the church, possibly located on the road northwest of Rydon's Tower.



MONSTER APPEARANCES

WEST AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
152	Swingin' hipster	144	0	155	45
156	Golem	225	0	237	50

WEST AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
133	Hocus chimera	108	8	115	35
145	Jackal ripper	142	Infinite	123	32
146	Iron rhino	48	0	138	68
150	Hacksaurus	171	0	216	55
153	Orc lung	148	18	154	38
164	Troll	423	0	210	46

EAST AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
143	Puppet master	130	8	132	51
146	Iron rhino	48	0	138	68
151	Bene baron	122	0	176	56

WEST AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
142	Robo-robin	99	99	96	45
153	Orc lung	148	18	154	38
155	Gryphon	161	16	167	32

EAST AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
152	Swingin' hipster	144	0	155	45
156	Golem	225	0	237	50

EAST AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
133	Hocus chimera	108	8	115	35
146	Iron rhino	48	0	138	68
153	Orc lung	148	18	154	38
156	Golem	225	0	237	50
164	Troll	423	0	210	46

WEST AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
32	Dreckyma	33	6	28	9
143	Puppet master	130	8	132	51
146	Iron rhino	48	0	138	68

EAST AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
142	Robo-robin	99	99	96	45
153	Orc lung	148	18	154	38
155	Gryphon	161	16	167	32
164	Troll	423	0	210	46

ARCADIA

Recommended Level: 30



Items Found

Lesser panacea	Wizard's staff	Rock salt	650 gold coins
Magic water	Seed of strength	350 gold coins	Magic vestment
Mini medal	Cloak of evasion	Magic water	Mini medal
Mini medal	Bunny tail	Amor seco essence	Mini medal
Mini medal	Poison moth knife	Fresh milk	Titan belt
Rennet powder	Leather dress	Rennet powder	Seed of magic
230 gold coins	Dragon scale	Dragon dung	77 Stone sword
27 gold coins	Strength ring	Cowpat	77 The Big Book of Barriers
Seed of life	Gold bracer	26 gold coins	
Mystifying mixture	Mini medal	Rock salt	
Mini medal	Mini medal	Giant mallet	

Item Shop List

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Holy water	20G
Chamaera wing	25G
Moorwort bulb	30
Rockbomb shard	450G

NIGHTTIME ITEM SHOP LIST

ITEM	COST (G)
Seed of skull	2000G*

*Only available at night

Weapon Shop List

WEAPON	COST (G)	EQUIP ON
Sword breaker	5500G	Jessica
Swallowtail	6800G	Hero
Bastard sword	8800G	Hero, *Jessica (knife skull)
Hell scythe	9500G	Yangus

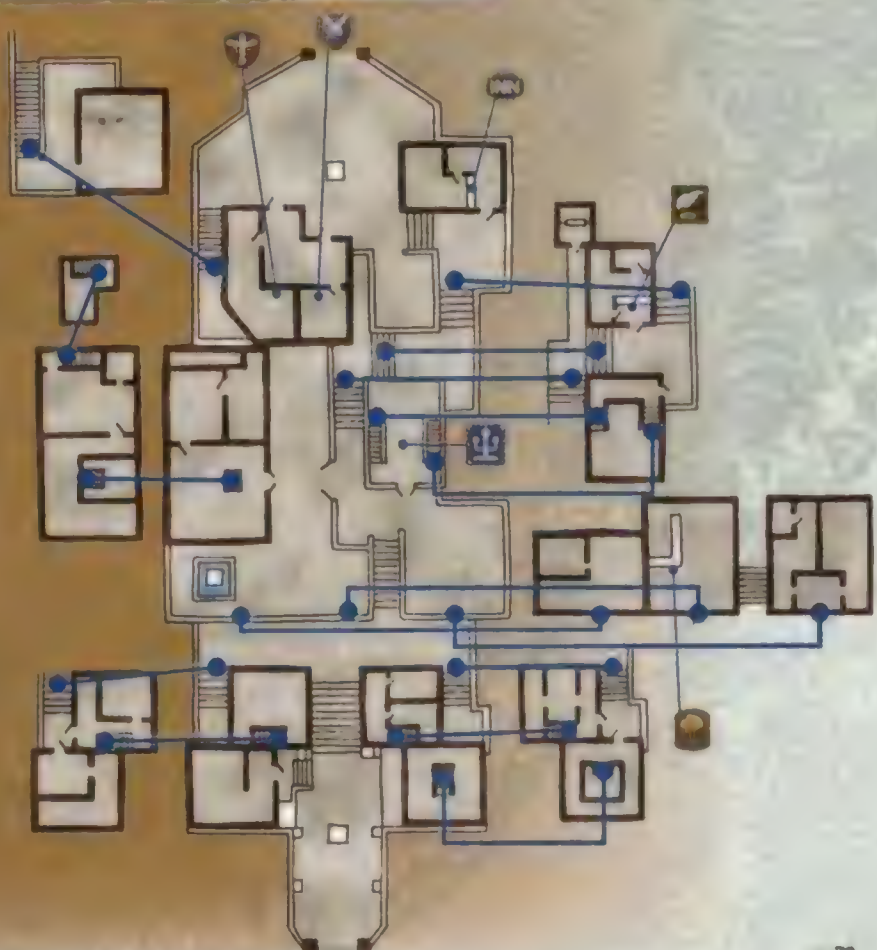
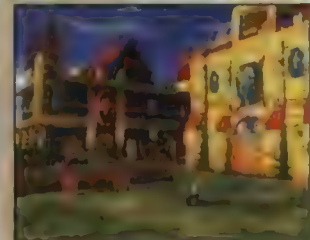
Armour Shop List

ARMOUR	COST (G)	EQUIP ON
Cloak of evasion	3000G	Jessica, Angelo
Magic armour	6100G	Hero, Angelo
Magic bikini	13800G	Jessica
Magic shield	5000G	Hero, Angelo
Magical hat	2700G	Jessica
Iron mask	1500G	Hero, Yangus

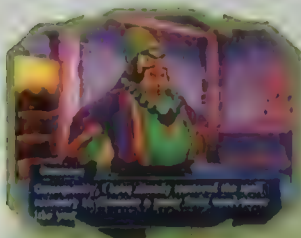
AREA MAPS

MAP KEY

- Inn
- Armour Shop
- Weapon Shop
- Item Shop
- Church
- Pub



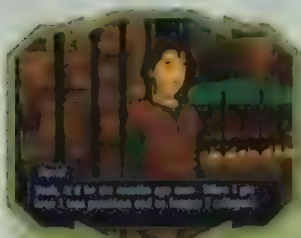
NOTEWORTHY LOCALS



Master Dominico

Dominico is a great magician, proud descendant from a long line of wizards and mages who have presided over Arcadia. Dominico's

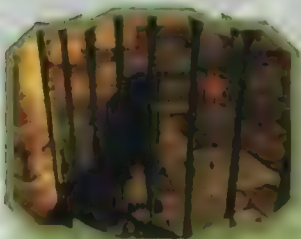
ancient ancestors were renowned for their skill and wisdom, but Dominico and his recent forefathers have grown more complacent and conceited with each generation. Most of the townspeople bear a general disdain for Dominico, yet hide it out of respect, or perhaps in fear of his inherited magic abilities.



David

David is a young man who attempted to travel the world, in search of something he couldn't quite put his finger on. By the time he reached

Arcadia, he was starving and very near death. Master Dominico took in David and gave him a place to live and work, and for that David is extremely grateful. However, David seems unable to realize that Master Dominico is always looking for any opportunity to humiliate and degrade him, and that he should have left long ago.



Sir Leopold

Master Dominico's pet is a fearsome hound, the mere sight of which chills the blood of everyone in Arcadia. Over the years, Sir Leopold has taken on

many of Master Dominico's more unsavory traits, and treats the manservant David just as poorly as the master magician.

THE MOUNTAIN BRIDGE CITY

The party arrives in Arcadia in pursuit of a villain who left the Northern Checkpoint of the Argonia region in ruins. When you enter the town, all of its citizens are gathered in the streets. Beat a path to the gates of the town magistrate and tyrant, the audacious Master Dominico. Enter the house and proceed to the room upstairs to watch the events unfold, and then speak with Master Dominico to learn how to remedy the situation in Arcadia.






Citizens line the streets all the way up to the doorstep of Master Dominico's

RYDON'S TOWER

Recommended level: 30

AREA MAPS



ITEMS FOUND

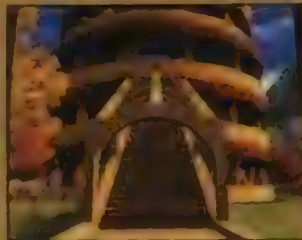
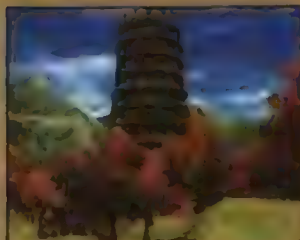
-  Rydon's Tower map
-  Recovery ring
-  Cheiron's bow

MONSTER APPEARANCES

ID	NAME	HP	MP	EXP	LOOT
131	King cureslime	180	Infinite	136	16
133	Hocus chimera	108	8	115	35
136	Jabberwockee	645	13	318	100
137	Jab	90	Infinite	81	25
138	Ber	75	0	71	25
139	Kee	75	10	61	25
140	Woc	75	12	61	25
146	Iron rhino	48	0	138	68
153	Orc king	148	18	154	38
154	Soulspawn	75	0	138	9
155	Cryphon	161	16	167	32
156	Golem	225	0	237	50
159	Living statue	266	0	306	90

MAP KEY

-  Treasure chest
-  Treasure chest, requires magic key



UNIQUE KEY OF ENTRY

The sign to the left of the main doors indicates that you need to insert the **stone sword** in order to enter Rydon's Tower. You can obtain the stone sword from a stonemason residing in Arcadia, but only after certain events have transpired there.



Use the stone sword to open the hole in the door.

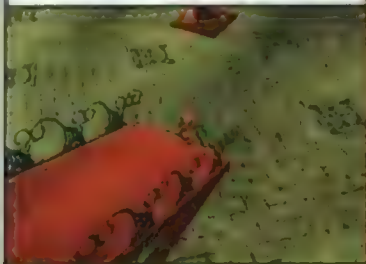


on pg. 80

START

SEESAW BRIDGES

Stepping onto the central bridge causes it to rock under the party's weight. Pause until the bridge tilts, then run across the sloping path. The bridge tilts again when the characters move just past the halfway point. Remember that your weight tilts the bridges within Rydon's Tower, and that your weight can also hold them in place...

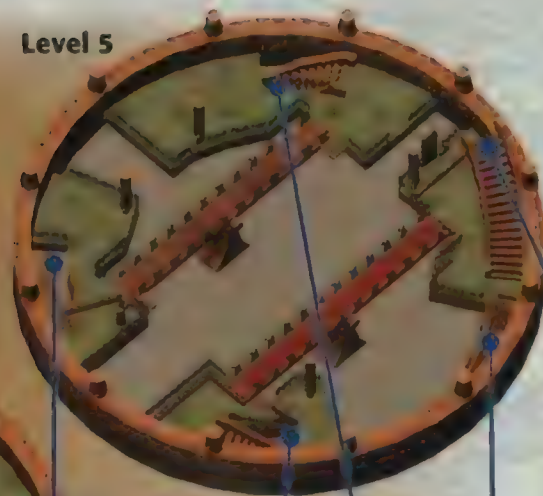


When the bridge tilts, it causes the party to slide down the slope. Remember that your weight can also hold them in place...

Level 3



Level 5



Level 2



Level 4



Level 1



STATUE-RAISING RAMPS

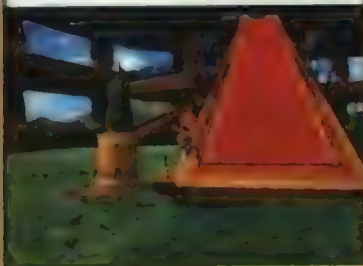
If you move a heavy object such as a statue onto the small square platform at the bottom of certain ramps, such as the one on Level 4, you can move the statue between levels. This way, you can use the weighted object to tilt a bridge on the level above.



When you move the statue onto the small square platform at the bottom of the ramp, the statue's weight is transported to the level above.

THE MAIN RAMP

After you've traversed the many levels of the tower, it should become obvious that the ramp with the red carpeting on Level 8 is the main ramp. However, if you can manage to tilt the other ramp on this level before working on the red-carpeted bridge, you should be able to reach the rare recovery ring on Level 9.



Use the red-carpeted ramp to reach the rare recovery ring on Level 9. If the red-carpeted ramp is already on Level 8, it should be able to reach the rare recovery ring on Level 9.

Level 11



Level 8



Level 7



Level 6



Level 10



Level 9



WALL

ARMED
RECOVERY

BLIZZARD PEAKS

WORLD MAPS

MAP KEY

- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

ITEMS FOUND

- Mini medal
- Special antidote
- Special medicine
- Mini medal
- Yggdrasil leaf
- Agility ring
- Holy silver rapier
- Mini medal
- Important item
- Ultimate key
- Nook grass x4*

*Obtain from chests after located either at
Marta's Cottage or at the Mountain.

INFAMOUS MONSTERS



Cold fire

Robo-ster Mk I

Big blizzard

Attack Bot
Mk II



MARTA'S COTTAGE

When you enter the frozen Blizzard Peaks, the party is buried under an avalanche, only to be rescued by a nice old lady named Marta and her faithful dog Boris. After awakening at Marta's Cottage, head upstairs to speak with Marta and the rest of your party seated around the table. Before leaving, check out the ancient shrine behind Marta's house.



Marta

If you go down the mountain and go to the north, you will come to a town called Orkney. Maybe someone will know something there.

Marta proves to be extremely knowledgeable and helpful to the party just after they enter the dangerous Blizzard Peaks.

MONSTER APPEARANCES

NORTH AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
160	Freeze fly	126	30	160	36
165	Ice queen	221	0	186	56
166	Abominape	186	0	202	24
168	Killing machine	165	0	315	58

SOUTH AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
165	Ice queen	221	0	186	56
166	Abominape	186	0	202	24
168	Killing machine	165	0	315	58
172	Frost wyvine	286	30	326	62

NORTH AREA—DAY

NO.	NAME	HP	MP	EXP	GOLD
158	Dead ringer	124	20	68	12
162	Frostburn	113	10	199	16

SOUTH AREA—DAY

NO.	NAME	HP	MP	EXP	GOLD
158	Dead ringer	124	20	68	12
162	Frostburn	113	10	199	16

NORTH AREA—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
163	Hellbound	166	0	108	26

SOUTH AREA—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
169	Jkender	198	24	221	78

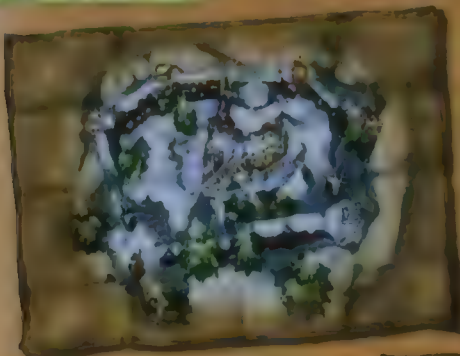
ORKUTSK

Recommended Level: 31

AREA MAPS

MAP KEY

- Inn
- Armour Shop
- Weapon Shop
- Item Shop
- Church
- Pub



Items Found

- Amor seco essence
- Mini medal
- Rockbomb shard
- Seed of defence
- Mini medal
- Mini medal
- Magic water
- Wing of bat
- Ruby of protection
- Chimaera wing
- Chilly cheese
- Mini medal
- Edged boomerang
- Nook grass x4

*From a random battle after here or at a World Cottage

Item Shop List

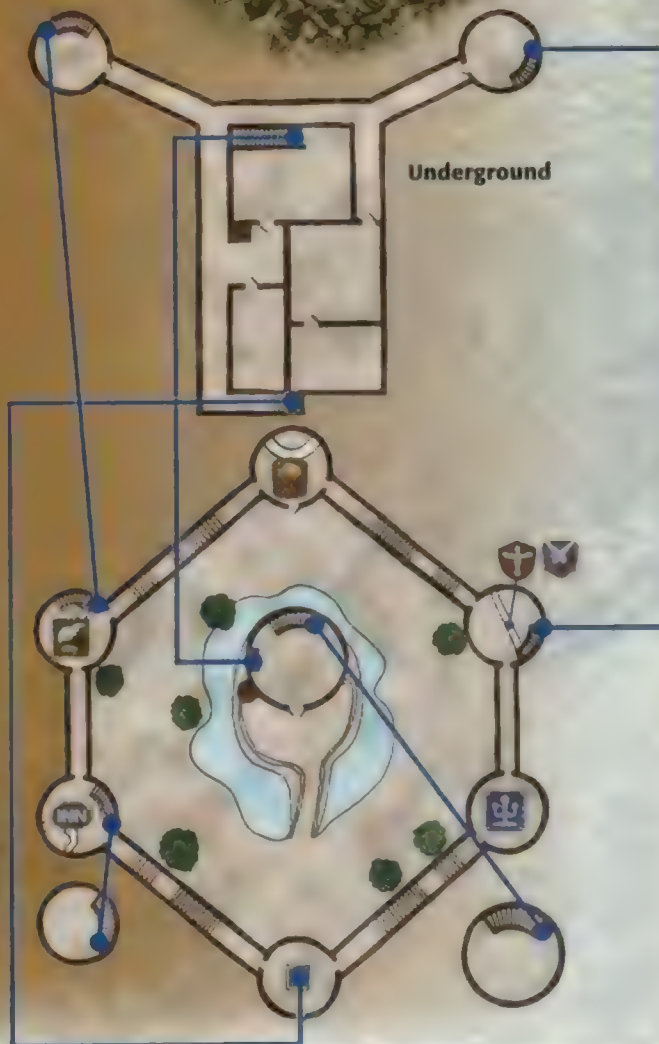
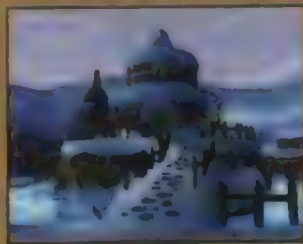
Item	Cost (G)
Medicinal herb	8G
Antidotal herb	10G
Holy water	20G
Chimaera wing	25G
Amor seco essence	120G

Weapon Shop List (Night)

Weapon	Cost (G)	Vendor
Swallowtail	6800G	Hero
Falcon knife	7700G	Jessica
Spiked steel whip	8500G	Jessica
Dragonsbane	11000G	Hero, Jessica (knife skull)
King axe	17000G	Yangus

Armour Shop List (Day)

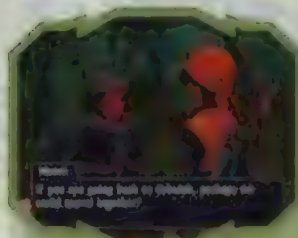
Armour	Cost (G)	Vendor
Velvet cape	9400G	Angelo
Dragon mail	12000G	Hero, Yangus
Dragon shield	6900G	Hero, Yangus
Ice shield	8500G	Hero, Angelo
Iron headgear	5500G	Hero, Yangus



STAIR

HAUTMAN
REARS

NOTEWORTHY LOCALS



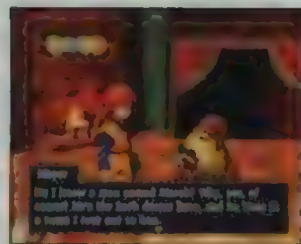
Marek

Although the local herb doctor isn't a native of the Orkutsik community, the citizens deeply respect him and have come to depend on his homeopathic

remedies for their wellbeing in this frigid region. When he's not busy at work in his underground apartment and lab, he often leaves on expeditions to a nearby grotto where he tends to his herb garden.

WINTERY ASODE

The town of Orkutsik is entirely enclosed, to protect its inhabitants from the harsh climate. From the pub, visitors may head through an exit to the center of the town, where the mayor's mansion is located. Within the mayor's mansion is a stairway that leads down to the warm underground level of Orkutsik, with the citizens' living quarters. Until the collapsed man can be removed from the top of the stairwell near the town's entrance, this is the only route that allows you to reach the lower levels of Orkutsik.



Speak to the mayor of Orkutsik in the central mansion to learn of Marek's whereabouts.

HERB GROTTTO

Recommended Level: 32

ITEMS FOUND

- Mini medal
- Rose-wort
- Rose-root
- Mini medal
- Mini medal
- Seed of life
- Herb Grotto map
- 100 gold coins
- 2000 gold coins
- Devil's tail
- Ellin elixir
- Ice dirt

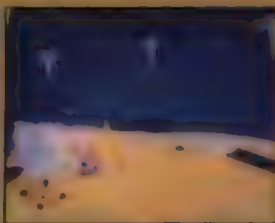
MONSTER APPEARANCES

LV	NAME	HP	MP	EXP	LOOT
160	Freeze fly	126	30	160	36
162	Frostburn	113	10	199	16
163	Hellhound	166	0	108	26
168	Killing machine	165	0	315	58
169	Killer	198	24	221	78
172	Frost wyrm	286	30	326	62

AREA MAPS

MAP KEY

- Treasure chest
- Treasure chest, requires thief's key
- Treasure chest, requires magic key
- Breakable Pot



Herb Grotto



ALCHEMY POT TIPS: THE ULTIMATE KEY AND THE ULTIMATE SWORD

With the ultimate key, you can finally unlock many doors and treasures you've passed on your travels. The alchemy pot can further enhance many of the powerful items you've found in those locations, but none as great as the rusty old sword found in Troadan Castle. That rusty old sword can transform into one of the game's most powerful swords with ingredients you might already have! Drop it into the alchemy pot along with the slime crown (from the well near the Milltop Hut in Troadan) and a hunk of orichalcum (awarded by Princess Minnie for returning 83 mini medals) to create a liquid metal sword (Attack: 118). This mighty blade is particularly effective against metal creatures.

Even if you don't have enough medals to obtain the orichalcum, you can still craft a number of top-class blades. Combine the double-edged sword (found in Minnie's Castle) with a pair of saint's ashes to lift the weapon's curse and create the **uber double-edge** (Attack: 76). Transform the dragonsbane into a **dragon slayer** (Attack: 83) by combining it with a mighty armlet (a Monster Arena prize). Or craft a **blizzard blade** (Attack: 90) out of the ice dirt (found in the Herb Grotto), a bastard sword (sold in Arcadia), and a hunk of cold cheese.

RECIPE SUMMARIES

Dragon slayer = dragonsbane + mighty armlet

Uber double-edge = double-edged sword + saint's ashes + saint's ashes

Blizzard blade = bastard sword + ice dirt + cold cheese

Liquid metal sword = rusty old sword + slime crown + orichalcum

Level 1



SLIPPERY BRIDGE

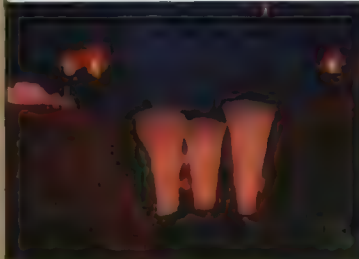
Walk slowly across the ice bridge connecting the various upper portions of the initial cavern. By using the directional button, you can better control the onscreen character's movement speed and greatly reduce the likelihood of slipping off the bridge to the ground level.



Walk slowly across the ice bridge to reach the upper level.

ICICLE DROP

When the party passes the point where an icicle drips onto the cave floor, the frozen mass inexplicably crashes to the cave floor directly behind them. Although most of the time this serves no purpose except to startle you, it may be possible to form a makeshift ice bridge between disconnected areas in caves...



By using icicles that fall from the ceiling, you might be able to create a useful pathway.

AREA

START

Level 2



Level 3



Level 4



Level 3

TRAPPED BEHIND AN ICE WALL

At first it may seem as if there's no way to get around the fallen icicles that block off the eastern branch of the cave. However, examine the icicles and you may come up with a clever idea. After that, explore the area to determine if an alternate route might be created somehow...



Examine the icicles and use the right-hand portion of the cave to determine how to resolve the situation.

DESERT

WORLD MAPS

MAP KEY

Treasure Chest

Treasure Chest, requires magic key

ITEMS FOUND

Dragon dung

Dragon scale

INFAMOUS MONSTERS



Living Hunter



Bane Racer



Living Arch

DESERT CHAPEL

Before proceeding further into the wasteland, stop off at the Desert Chapel to confess and save your progress. A cheaply priced inn allows the party to recoup as often as needed, and a merchant behind a counter sells items. Speak to the person attending service to learn clues regarding an alchemy pot recipe.



Visit the Desert Chapel to rest and save before attempting to explore the dangerous Desert.



DESERT WELLS

Several wells scattered all around the Desert provide more than just a cool, dark place to escape from the heat. Inside, you'll discover a faster means of travel around the desert area...



Check out the wells scattered around the Desert. They're traveling aids and a faster way home!

ITEM SHOP LIST

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Antidotal herb	10G	N/A
Chimera wing	25G	N/A
Amor seco essence	120G	N/A
Dream blade	4700G	Hero, *Jessica (knife skill), Angelo

MONSTER APPEARANCES

DESERT—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
112	Iron scorpion	64	21	82	21
130	Lethal armour	145	20	124	52
144	Death scorpion	68	0	99	14
147	Dancing flame	98	0	145	14

DESERT—DAY

NO.	NAME	HP	MP	EXP	GOLD
75	Muddy band	49	0	45	8

DESERT—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
134	Demonrider	126	0	131	57

DRAGON GRAVEYARD

AREA MAPS

Recommended Level: 34

ITEMS FOUND

- Dragon Graveyard map
- Mini medal
- Dragon dung
- Dragon shield

MAP KEY

- Treasure chest
- Treasure chest, requires thief's key
- Treasure chest, requires magic key
- Item Bag

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
167	Beelzebub	154	16	165	21
168	Killing machine	165	0	315	58
171	Metal king slime	20	66	50010	240
174	Dragon	268	0	502	61
175	Smacker	131	Infinite	149	18
182	Pyramosaurus	208	0	283	57

Level 1

START

Level 1

Level 1

Doors of Judgement

MOUTH OF THE DRAGON

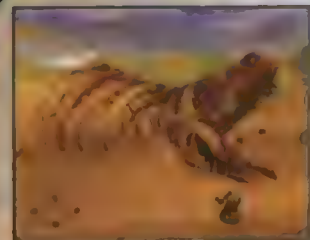
It's somewhat difficult to depict on these maps, but note that the only problem with navigating through the Dragon Graveyard is that in two instances, the party must pass through the open mouth of a dragon skull to proceed.



Don't worry. This big lizard hasn't eaten any adventurers in ages!

Level 1

Level 1



SAVELLA AREA

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires magic key

Items Found

- Magic water
- Seed of magic
- Seed of defence
- Fresh milk
- Seed of life

SWEET BIRDSONG

Cows aren't the only animals providing items on the holy island of Savella. Certain birds in the central and northwest portions of Savella also give up items when "spoken" to. The only problem is being nimble enough to catch up to these evasive little critters!



Spoken with birds, treasure from the goddess awaits the lucky in the Savella Area. (c) 2000, Universal Udon.



MONSTER APPEARANCES

SAVELLA AREA-DAY

NO.	NAME	HP	MP	EXP	GOLD
121	Magic dumbbell	78	14	41	9
127	Buildozer	131	0	117	31
134	Demonrander	126	0	131	37
141	Silenus	131	0	113	38
142	Robo-robin	99	99	96	43

SAVELLA AREA-NIGHT

NO.	NAME	HP	MP	EXP	GOLD
100	Night emperor	100	0	93	46
104	Skeleton soldier	94	12	93	26
129	Shade	86	0	78	14
132	Hoodlum	123	0	106	32
135	Killer moth	84	8	116	14

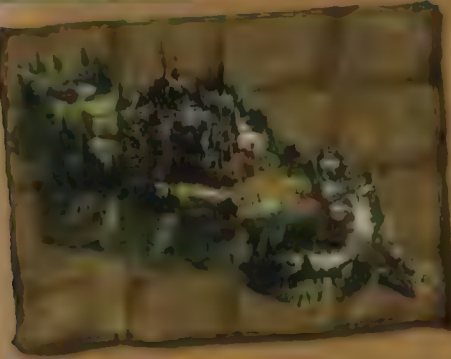
SAVELLA CATHEDRAL

Recommended Level 35

AREA MAPS

MAP KEY

- Item Shop
- Church
- Armour Shop
- Weapon Shop



ITEMS FOUND

- Mini medal
- Seed of wisdom
- Dragon slayer recipe

ITEM SHOP LIST

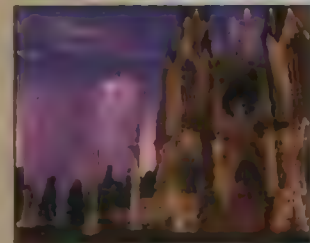
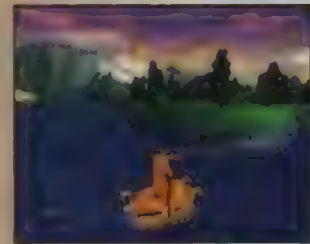
ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Antidotal herb	10G	N/A
Holy water	20G	N/A
Chimaera wing	25G	N/A
Moonwort bulb	30G	N/A
Gold noxary	500G	Hero, Yangus, Jessica, Angelo

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Steel scythe	3700G	Yangus
Eagle dagger	3900G	Jessica
Partisan	4400G	Hero
Holy silver rapier	6600G	Angelo

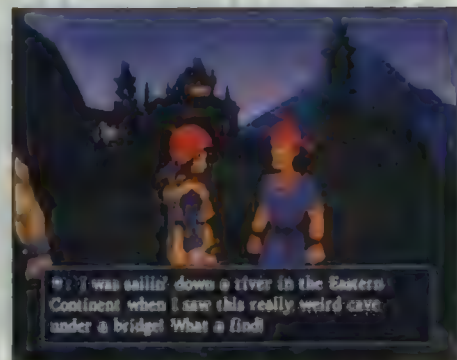
ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Full plate armour	2300G	Hero
Silver mail	4300G	Hero, Angelo
Magic vestment	4400G	Jessica, Angelo
Steel shield	2500G	Hero, Yangus
Iron mask	3500G	Hero, Yangus



RELIGIOUS HUB

Aside from the massive Goddess statue on the Holy Isle of Neos, Savella Cathedral is one of the largest and most gorgeous monuments to faith in the world. People from all walks of life come to Savella to kneel on the steps and pray to the Goddess for guidance, divination, and deliverance from evil. The people here know a great deal about the world, including hidden locations where you might not have thought to look.



"I was called down a river in the Eastern Continent when I saw this really weird cave under a bridge! What a find!"

Speak to the pilgrims visiting Savella Cathedral to find out where to start the journey to find a hidden world.

PIRATE'S COVE (FAREBURY REGION)

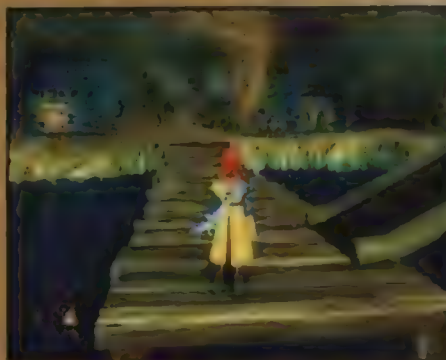
Recommended Level: 35

ITEMS FOUND

- 790 gold coins
- Seed of magic
- Mini medal
- Rock salt
- Magic water
- Hades helm
- Pirate's Cove map
- Bone shield
- Mini medal
- Mini medal
- Mini medal
- Important item

MONSTER APPEARANCES

ID	Name	HP	MP	EXP	GP
120	Mimic	144	Infinite	128	72
175	Smacker	131	Infinite	149	18
176	Zombie gladiator	180	16	283	71
183	Demon thunderer	179	0	250	48
238	Man o' war	35	0	23	12
240	King kelp	86	8	56	16
245	Crayzee	91	16	94	25
255	Merking	196	32	278	54
257	Octavian pirate	205	16	290	63
258	Ricicle	235	13	331	113



AREA MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires ultimate key
- Breakable Pot
- Breakable Barrel



Level 1

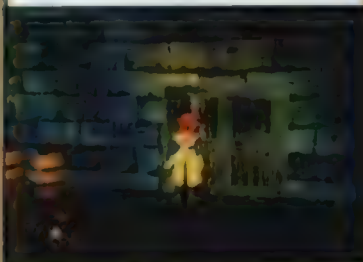


Level 2



LOCKED ENTRANCE

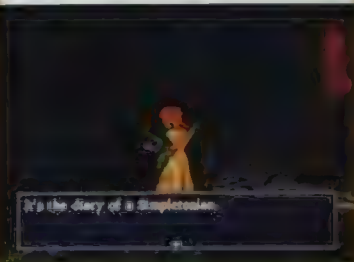
You cannot enter the Pirate's Cove unless you have the **ultimate key**. Use it to unlock the gate near the docking point.



Use the ultimate key to unlock the entrance to the dangerous Pirate's Cove.

DEAD END

When you're searching for some way past the pirate's "study," search the bookshelves against the wall for some ancient volume that might hint at how to proceed.



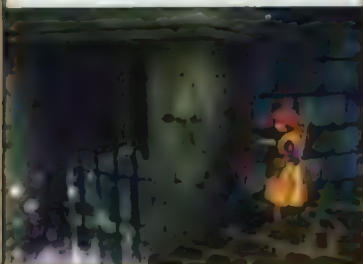
Check the bookshelves for a very important clue on how to find a hidden door in the room; it will allow getting past a trap.

Level 3



SLUICE

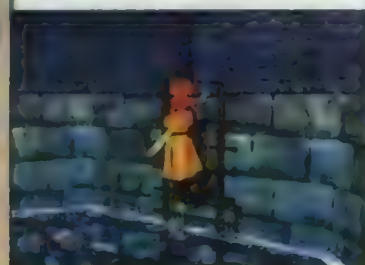
A sluice gate on Level 4 allows you to drain water, but from what?



What would this possibly drain? Nothing useful, then? But perhaps... another.

DROWNING LADDER

The ladder secured to the inside wall of the water tank may indicate that the old pirates had some secret route through the center of the large room. But how do you drain the pool?



The ladder in the water tank is a clear indication that there was a secret route from Level 3 to Level 4, and it's the path you need to take.



Level 4



ISOLATED PLATEAU

WORLD MAPS

MAP KEY

-  Treasure Chest
-  Treasure Chest, requires ultimate key

ITEMS FOUND

-  Fresh milk x6
-  Lesser panacea
-  Mini medal
-  Mighty armlet
-  Magical mace
-  Elixir elixir

INFAMOUS MONSTERS



Puppet Pugilist



Vagabond Guardaman



Ochre Ogre



Slime Designer

ENIGMA IN STONE

A strange monument stands on the highest hill near the center of Empyochu. Being so high and so large, perhaps it's a beacon to some force from above?



Speak to the residents of the nearby town to learn the history and function of this strange monument.



MONSTER APPEARANCES

WEST AREA—FIELD—ANY TIME

ID	NAME	HP	DEF	EXP	GOLD
173	Elysium bird	173	32	163	43
176	Zombie gladiator	180	16	283	71

WEST AREA—FOREST—ANY TIME

ID	NAME	HP	DEF	EXP	GOLD
164	Troll	423	0	210	46
173	Elysium bird	173	32	163	43
175	Smacker	131	Infinite	149	18
177	Stone golem	278	0	340	38
182	Tyrantosaur	208	0	283	57
188	War gryphon	249	20	305	59

WEST AREA—FIELD—DAY

ID	NAME	HP	DEF	EXP	GOLD
1	Slime	7	0	1	1
174	Dragum	268	0	302	61
179	Mucho macho	316	24	318	51
188	War gryphon	249	20	305	59
190	Heligator	512	0	617	138

EAST AREA—FIELD—ANY TIME

ID	NAME	HP	DEF	EXP	GOLD
173	Elysium bird	173	32	163	43
176	Zombie gladiator	180	16	283	71

EAST AREA—FIELD—NIGHT

ID	NAME	HP	DEF	EXP	GOLD
4	Dracky	10	0	2	3
175	Smacker	131	Infinite	149	18
183	Demon thunderer	179	0	250	48
186	Grim rider	236	9	304	72

WEST AREA—FIELD—NIGHT

ID	NAME	HP	DEF	EXP	GOLD
4	Dracky	10	0	2	3
175	Smacker	131	Infinite	149	18
183	Demon thunderer	179	0	250	48
186	Grim rider	236	9	304	72

EAST AREA—FIELD—DAY

ID	NAME	HP	DEF	EXP	GOLD
1	Slime	7	0	1	1
179	Mucho macho	316	24	318	51
182	Tyrantosaur	208	0	283	57
188	War gryphon	249	20	305	59
190	Heligator	512	0	617	138

EAST AREA—FOREST—ANY TIME

ID	NAME	HP	DEF	EXP	GOLD
164	Troll	423	0	210	46
175	Smacker	131	Infinite	149	18
177	Stone golem	278	0	340	38
182	Tyrantosaur	208	0	283	57
188	War gryphon	249	20	305	59

THE FLYING SHADOW

By chance, usually after visiting with the local population, the heroes might encounter a massive shadow floating across the ground near the center of Empyechu. But looking up into the sky, there does not seem to be anything that could create the shadow. Is the shadow perhaps trying to lead you somewhere?




EMPYCCHU













Recommended Level: 36

AREA MAPS

MAP KEY

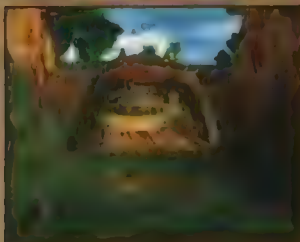
-  Inn
-  Item Shop
-  Church

ITEMS FOUND

-  Seed of strength
-  Red mould
-  Waterweed mould
-  Mini medal
-  Mini medal
-  Seed of skill
-  Chimaera wing
-  Rock salt
-  Rennet powder
-  Fresh milk
-  Mini medal
-  Fur poncho
-  Special medicine

TRADING POST SHOP LIST

ITEM	COST (G)	EQUIP ON
Holy water	20G	N/A
Magical mace	9000G	Jessica, Angelo
Mercury's rapier	10500G	Angelo
Bandit mail	13000G	Yangus
Flame shield	7100G	Yangus, Jessica
Mythril helm	13500G	Hero, Angelo



NOTEWORTHY LOCALS



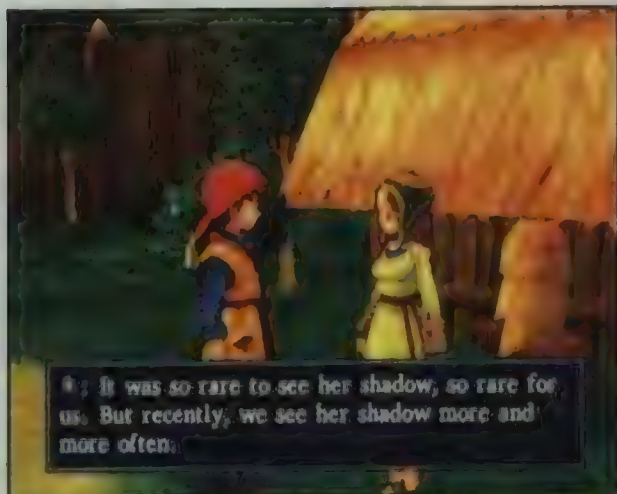
Chief

The village chief is the eldest and wisest member of the tribe that inhabits this region, therefore, the one person who the party can speak to about

recent events in this area without hearing a bunch of superstition. The chief knows a great deal that the heroes need to learn if they have any hope of flying.

ISOLATED SOULS

The residents of Emphychu are extremely primitive descendants of people who have been shipwrecked on this mysterious island over the centuries. Some of the denizens arrived more recently, such as a peddler who has set up shop in one of the eastern huts, and a wandering priest who wound up spreading the good word here entirely by accident.



The people of Emphychu may be primitive, but they know a great deal about some of the more mysterious features of the island.



ALCHEMY POT TIPS: ALCHEMY IN THE LOST WORLD

Although you're far from civilisation, the ingredients you need to enhance many items sold in Emphychu are probably already available. Certainly, fresh milk is available, and there should be a cowpat to spare. These ingredients combine with a mythril helm to create a slightly stronger **raging bull helm** (Defence 42).

Good armour for Jessica is hard to come by. You can make a relatively strong **magical skirt** (Defence 55) by buying a magical mace (or finding one elsewhere on the island) and dropping it into the pot along with a magical hat and a bandit's grass skirt.

Swallowtails aren't cheap, but if you've already purchased one in Arcadia or Orizaba, mix it with a flame shield (sold in Emphychu) to gain a 10-point boost in attack power with the **flametang boomerang** (Attack 63).

Nothing at the shop is worth much to Yangus. However, the mighty armlet found in a chest outside town is quite the gift for a hammer specialist. Mix this with a war hammer to upgrade to an **uber war hammer** (Attack 69).

RECIPE SUMMARIES

Raging bull helm = mythril helm + fresh milk + cowpat

Magical skirt = magical mace + bandit's grass skirt + magical hat



Flametang boomerang = swallowtail + flame shield

Uber war hammer = war hammer + mighty armlet

WORLD OF DARKNESS

WORLD MAPS

MAP KEY

-  Treasure Chest
-  Treasure Chest, requires ultimate key

ITEMS FOUND

-  Mini medal
-  Devil's tail
-  Iron headgear
-  Seed of agility



MONSTER APPEARANCES

DARK EMPYCCHU—ANY TIME					
NO.	NAME	HP	MP	EXP	GOLD
161	Dark slime	97	16	87	12
170	Shadow	154	0	216	14
178	Dark condor	163	36	224	26
180	Dark skeleton	240	0	504	51
181	Dark macarbour	334	0	333	56
187	Dark sea-diva	236	25	287	61
189	Dark turkey	214	12	509	75
194	Darkodile	593	0	637	138

DARK EMPYCCHU

Recommended level: 57

AREA MAPS

MAP KEY

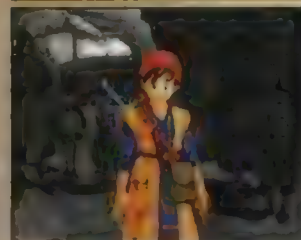
- Inn
- Item Shop
- Church

ITEMS FOUND

- Seed of magic
- Premium mould
- Rock salt
- Dragon scale
- Mini medal
- Fresh milk
- 100 gold coins
- Mini medal
- Cowpat
- Mini medal
- Mini medal
- Special antidote
- Cold cheese

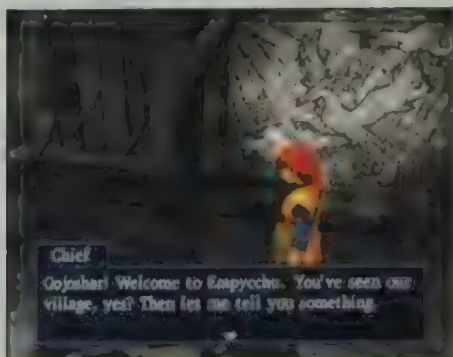
TRADING POST SHOP LIST

ITEM	COST	EQUIP ON
Holy water	20G	N/A
Magical mace	9000G	Jessica, Angelo
Mercury's rapier	10500G	Angelo
Bandid rival	13000G	Yangus
Flame shield	7100G	Yangus, Jessica
Mythril helm	13300G	Hero, Angelo



SHADOW WORLD

The reaction of the townsfolk to the appearance of the colorful heroes in this eerily dark world is that of shock and awe. But even in the middle of the commotion, one thing that's immediately apparent is that everything in the light version of Empycchu has a mirror double here. After taking another stroll around the village to gather items and learn clues from the locals, speak to the shadowy double of the chief in the largest hut to learn about this place and its connection to the heroes' journey.



Speak to this dark world's version of the chief to understand what the characters can do to escape from this colorless situation.



As found in the heroes' home world, a stone statue stands in the center of the island. What will happen as the characters approach this mirror-image landmark?

GODBIRD'S EYRIE (DARK)

AREA MAPS

Recommended Level: 37


Items Found


-  Godbird's Eyrie map
-  Gold nugget
-  Ring of truth
-  Demon whip
-  Saint's ashes
-  Important Item

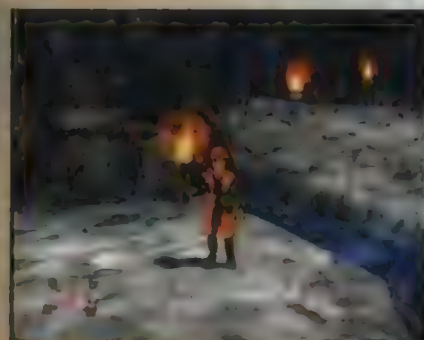
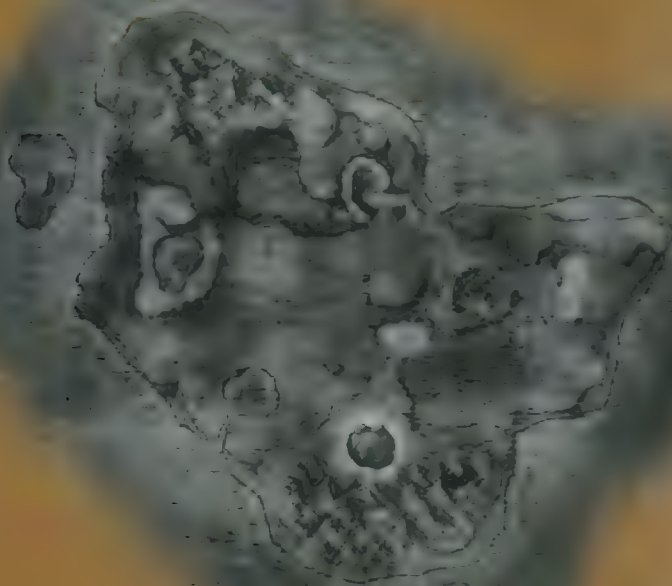
Monster Appearances

NO.	NAME	HP	MP	EXP	GOLD
161	Dark slime	97	16	87	12
170	Shadow	154	0	216	14
178	Dark condor	163	36	224	26
180	Dark skeleton	240	0	304	31
184	Dark star	236	12	301	66
185	Dark nunister	193	16	316	101
187	Dark sea-diva	236	25	287	61
189	Dark turkey	214	12	309	73
191	Dark durlahan	292	0	326	138
194	Darkodile	593	0	637	118

MAP KEY

 Treasure Chest

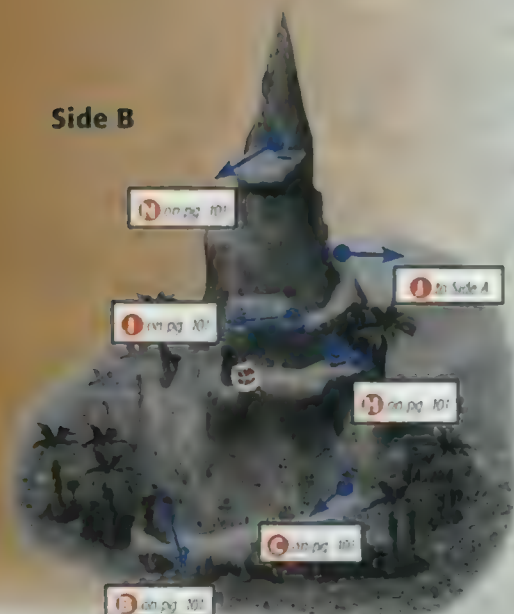
 Treasure Chest, requires ultimate key



Side A



Side B



Level 1



Level 2



Level 3



Level 4



Level 5



Level 5






ATLAS

WORLD OF
DANIEL

AREAS ACCESSIBLE BY AIR

WORLD MAPS

MAP KEY

-  Breakable Pot
-  Treasure Chest
-  Treasure Chest, requires ultimate key



MONSTER APPEARANCES

AREAS ACCESSIBLE BY AIR GENERAL—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
173	Elysium bird	173	32	163	43
196	Bloody hand	192	0	146	17

AREAS ACCESSIBLE BY AIR GENERAL—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
84	Liquid metal slime	8	Infinite	10050	18
100	Night emperor	100	0	93	46
192	Killer croaker	183	14	166	16

AREAS ACCESSIBLE BY AIR GENERAL—DAY

NO.	NAME	HP	MP	EXP	GOLD
2	Candy cat	10	0	2	2
110	Gold golem	120	0	54	726
116	Bomboulder	115	10	111	11
188	War gryphon	249	20	305	59
193	High roller	284	28	245	87
195	Cyclops	482	0	443	69

REACHING HIGHER GROUND

By following the natural course of events and clearing dungeon after dungeon on up to this point, it comes to pass that the heroes become capable of flight. This new ability allows you to land in areas that were previously inaccessible. By landing in these areas, you can gain new items and learn new clues regarding the growing threat and the history surrounding it. While soaring through the skies, look for vaporous clouds hanging in the air above certain areas. Despite their uninviting appearance, you may be able to land and explore these areas.

EGEUS' TABLET

Recommended Level: 58

AREA MAPS

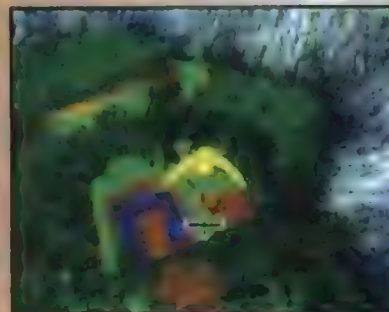
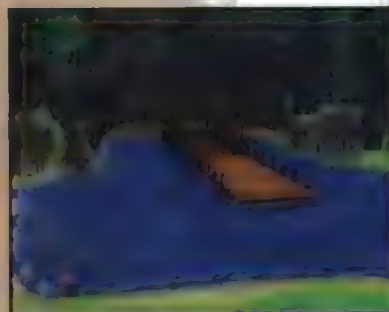
ITEMS FOUND

-  Yggdrasil leaf
-  Mini medal
-  Mini medal

MONSTER APPEARANCES

ID	NAME	HP	MP	EXP	GOLD
116	Bomboulder	115	10	111	11
173	Elysium bird	173	32	163	43
188	War gryphon	249	20	305	59
190	Heligator	512	0	617	138
197	Snapdragon	436	30	356	63

Egeus' Tablet

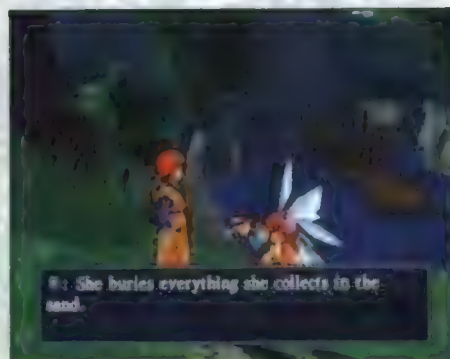


ATLAS

AREAS ACCESSIBLE BY AIR

A LONELY SHRINE

The friendly monsters in the field provide valuable clues. They tell you about the engraving in the sheltered area, as well as an item hidden in the sandy area surrounding the water near the tablet.



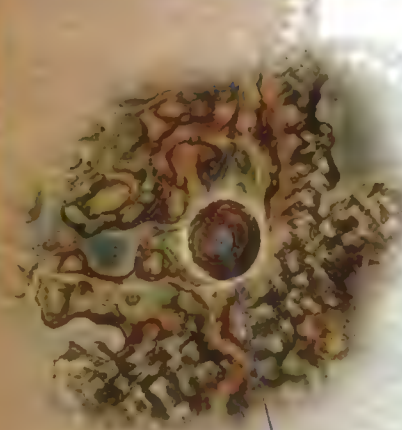
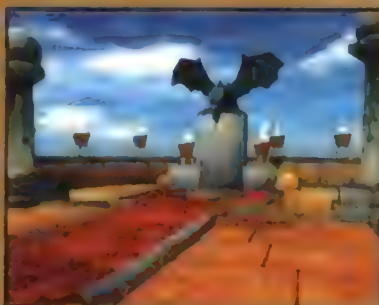
She buries everything she collects in the sand.

Speak to the friendly monsters to learn why they dwell in this mysterious location.

MYSTERIOUS ALTAR

Recommended Level: 38

AREA MAPS

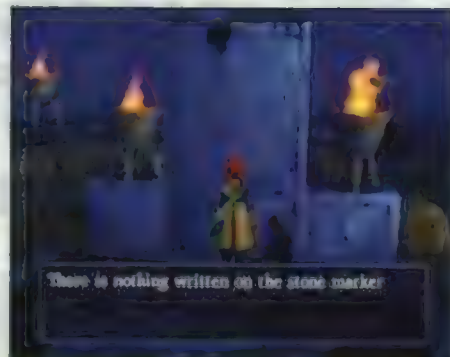


Mysterious Altar



SHRINE TO A DRAGON GOD

This amazing structure is atop a mountain east of Chateau Felix. The origin and function of this place is completely unknown. There's a statue of a dragon perched over the stone marker as if it were protecting it. Who built this place and for what reason?



The character notes that the monument is not marked. Perhaps markings might become clearer at some later time.

HIGHPLACE ON NORTHWEST ISLE

AREA MAPS

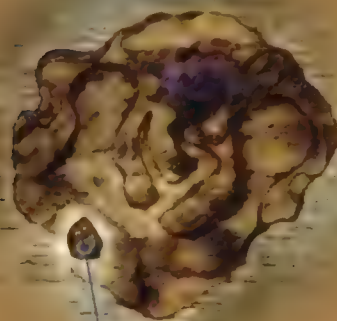
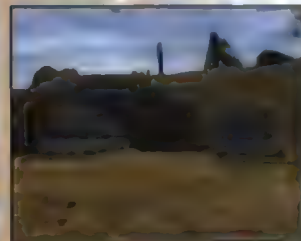
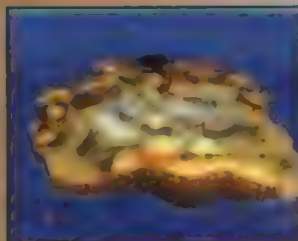
Recommended Level: 38

INFAMOUS MONSTERS



ITEMS FOUND

Ruinous shield



Highplace on Northwest Isle



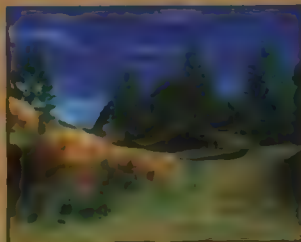
HILL ON ARGONIA'S WESTERN BORDER

AREA MAPS

Recommended Level: 38

ITEMS FOUND

Flametang boomerang



Hill on Argonia's Western Border



MOUNTAIN OVERLOOKING DESERT

Recommended Level: 38

AREA MAPS

INFAMOUS MONSTERS

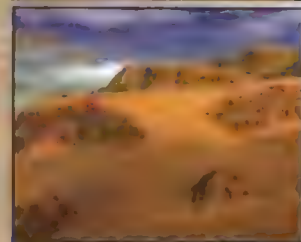
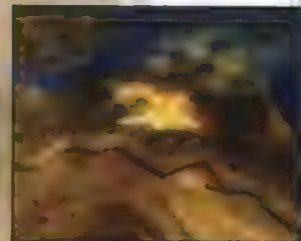


Kibler Ogre

Items Found

- Mini medal
- Ogre shield

Mountain Overlooking Desert

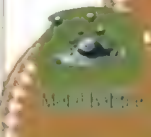


EMPYCCHU'S SOUTH RISE

Recommended Level: 38

AREA MAPS

INFAMOUS MONSTERS



Mini Medusa

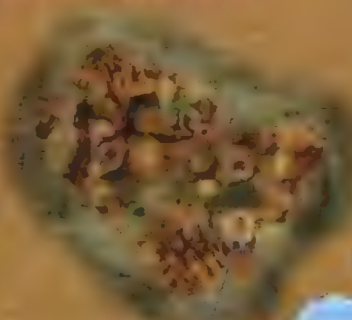


Shadow Construct

Items Found

- Skull helm

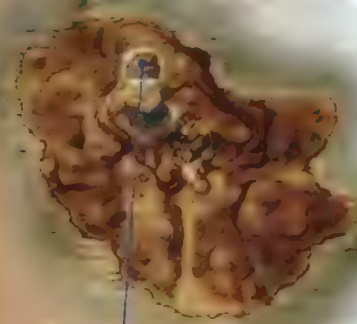
Empycchu's South Rise



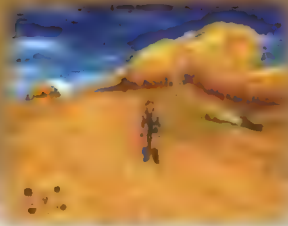
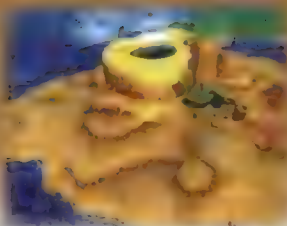
HIGHPLACE NEAR NEOS

Recommended Level: 38

AREA MAPS



Highplace near Neos



ASCANTHA LAKE ISLAND

Recommended Level: 38

AREA MAPS

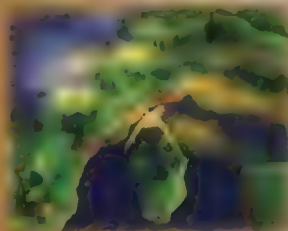
INFAMOUS MONSTERS



Blue Dragon, Red Dragon

ITEMS FOUND

Yggdrasil dew



Ascantha Lake Island

HOWLWIND HILL

Recommended Level: 38

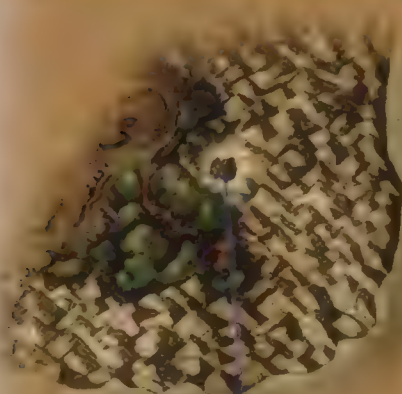
AREA MAPS

ITEMS FOUND

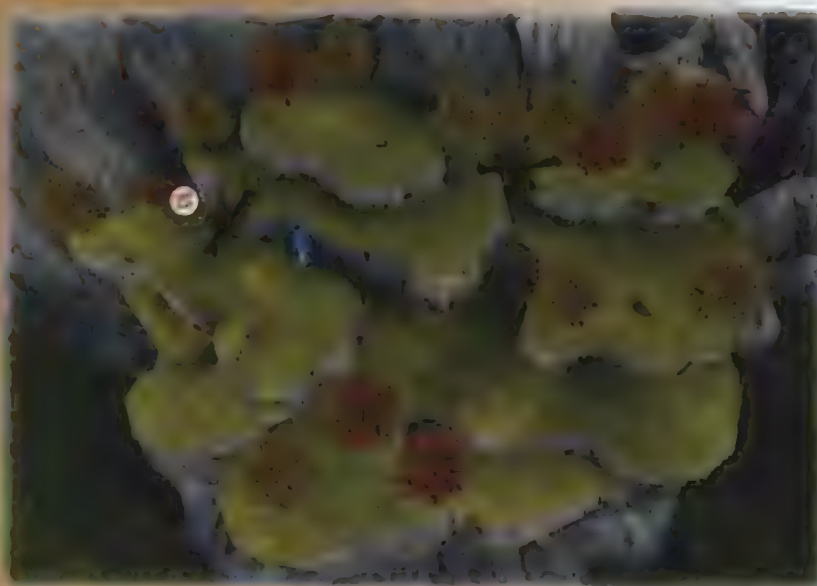
Conqueror's axe

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
8	She-slime	18	0	8	6
12	Bubble slime	20	0	5	7
21	Healslime	24	12	18	15
36	Metal slime	4	Infinite	1350	5
66	Cureslime	54	20	70	11
84	Liquid metal slime	8	Infinite	10050	18
111	King slime	210	25	110	51
131	King cureslime	180	Infinite	136	16
171	Metal king slime	20	66	50010	240



Howlwind Hill



ALCHEMY POT TIPS: SOMETIMES A CURSE IS A BLESSING

The Godbird's soulstone enables the party to fly to the unreachable hills and cliffs of many familiar areas. Although the items on these high grounds may not seem fantastic at first, many are ingredients in recipes that generate some of the game's most powerful items.

The skull helm, found in the bluffs of Emphyochu, is one such item. Purify it with saint's ashes to make a sun crown (Defense 92). But that's only the first step. Then mix the crown with a tough guy tattoo and a magic beast hide to create a timbrel of tension, a standingly powerful combat item that when used in battle raises everyone's tension.

The ruinous shield found near the Dark Ruins is also cursed, and combining it with a standard dose of saint's ashes is not enough to purify it. Some orichalcum must also be thrown in, and the resulting item is the most powerful shield in the game: the metal king shield (Defense 65). If you don't have any orichalcum, find a piece in the Godbird's Eyrie located in the World of Light.

RECIPE SUMMARIES

Sun crown = skull helm + saint's ashes

Metal king shield = ruinous shield + orichalcum + saint's ashes


Timbrel of tension = sun crown + tough guy tattoo + magic beast hide

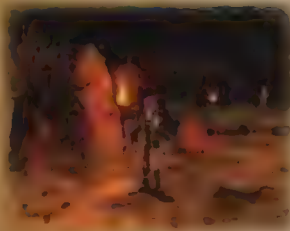
GODBIRD'S EYRIE

Recommended Level: 38



AREA MAPS

ITEMS FOUND

-  Mini medal
-  Dragon dung
-  Gold nugget
-  Onichalcum
-  Mini medal



MAP KEY

-  Treasure Chest
-  Treasure Chest, requires ultimate key

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
4	Dracky	10	0	2	3
84	Liquid metal slime	8	Infinite	10050	18
173	Elysium bird	173	32	163	43
174	Dragum	268	0	302	61
175	Smacker	131	Infinite	149	18
176	Zombie gladiator	180	16	283	71
177	Stone golem	278	0	340	58
179	Mucho macho	316	24	318	51
182	Tyrantosaurius	208	0	283	57
183	Demon thunderer	179	0	250	48
186	Grim rider	236	9	304	72
192	Killer croaker	183	14	166	16
193	High roller	284	28	245	87
196	Bloody hand	192	0	146	17



ATLAS

AREA ACCESSIBILITY

Side A



Side B



Level 1



Level 2



Level 3



Level 4



RELAS

ARRE
AYEDWILL
W/AR

Level 5




Level 5



UNTRODDEN GROVES


WORLD MAPS

MAP KEY

 Treasure Chest, requires ultimate key

Items Found

 Fresh milk x2

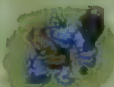
 Super spicy cheese

 Mini medal

INFAMOUS MONSTERS



Arch-archdemon



Big Blue Bully



MONSTER APPEARANCES

UNTRODDEN GROVES—ANY TIME



NO.	NAME	HP	MP	EXP	GOLD
161	Dark slime	97	16	87	12
171	Metal slime king	20	66	30010	240
184	Dark star	236	12	301	66
192	Killer croaker	183	14	166	16
193	High roller	284	28	245	87
195	Cyclops	482	0	443	69
196	Bloody hand	192	0	146	17
197	Snapdragon	436	30	356	63
198	Buffalogue	360	0	363	120
199	Muhawker	344	35	318	160
203	Claws	283	0	386	73
206	Fowlfighter	285	Infinite	376	60

TRYAN GULLY










Recommended Level: 38

AREA MAPS

MAP KEY

-  Inn
-  Pub
-  Armour Shop
-  Weapon Shop
-  Item Shop
-  Gold Bank
-  Church

Items Found

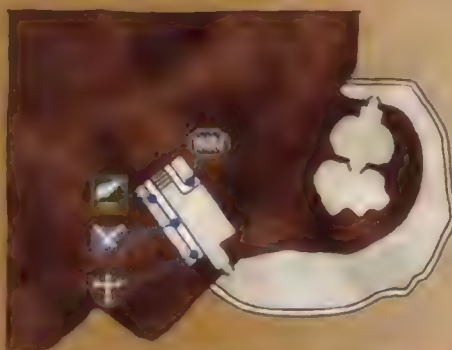
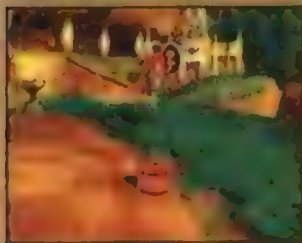
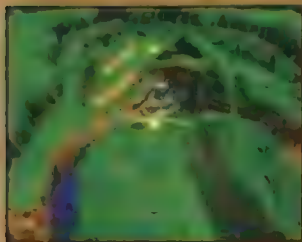
-  Mini medal
-  Elfin elixir
-  Slime crown
-  Premium mould
-  Seed of defence
-  Yggdrasil dew
-  Mini medal
-  Staff of antimagic
-  Important item

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Dragonsbane	11000G	Hero, *Jessica (knife skull)
King axe	17000G	Yangus
Lizard blade	21000G	Hero, *Jessica (knife skull)
Great bow	28000G	Angelo
Heavy hatchet	29000G	Yangus
Staff of resurrection	45000G	Jessica, Angelo

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Gigant armour	18800G	Yangus
Mirror armour	21000G	Hero, Angelo
Mirror shield	15000G	Hero, Angelo
Power shield	18800G	Hero, Yangus, Angelo
Thinking cap	13000G	Jessica, Angelo
Great helm	16000G	Hero, Yangus



ATLAS

EXPLORE THE
WORLD

NOTEWORTHY LOCALS

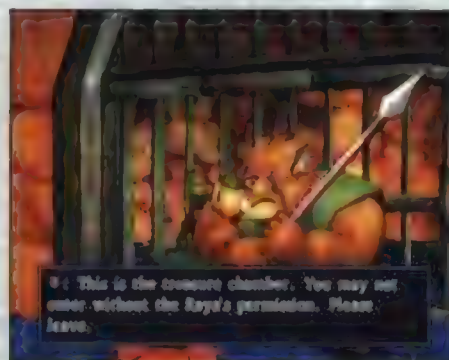


Raya

An elf maiden, Raya is one of the first creatures rescued by one of the great sages and brought to Tryan Gully to live in harmony with humans and monsters. Although she's not the leader of the community in any official way, the other residents here certainly look up to her.

TRODE'S RELIEF

Finally, a place where poor King Trode can show his hideous face without concern! Speak with the monster just outside town, as well as the bartender, ■ learn all there is to know about the Tryan Gully community, and why Trode should be extremely happy here. The monsters are very capable of crafting amazing weapons and equipment, so visit all the shops and purchase whatever is affordable. Then proceed across the bridge and into the small shrine to speak with Raya, Drang, and a gigantes, who are some of the co-founders of this enlightened brotherhood.



⚠ This is the treasure chamber. You may not enter without the Raya's permission. Please leave.

While exploring the town, note the locked treasure room in the cave-below-the-shops. Perhaps you should speak to someone about unlocking it.



ALCHEMY POT TIPS: A FEW FINAL CONCOCTIONS

Time to make a new bow for Angelo in the alchemy pot! Purchase the great bow from Tryan Gully's shop. In spite of its fabulousness, do not equip it. Instead, combine it in the alchemy pot with Eros' bow and Cheiron's bow to form the awesomely powerful **Odin's bow** (Attack: 125).

The mirror shield sold in Tryan Gully is risky to use, since it reflects even healing and status-boosting spells. Instead of equipping the mirror shield, drop it into the pot along with a white shield and a holy water to create a **saintess shield** (Defence: 46) for Jessica. Next, purchase a thinking cap and mix it with a gold nugget and a silver tiara (sold in Argonia) to make Jessica a **golden tiara** (Defence: 43).

Strong shields and helmets are helpful, but nothing matches a good suit of armour. Acquiring Jessica's best costume change requires a two-stage recipe. First, mix up a **shimmering dress** (Defence: 67) by combining a spangled dress (found in Baccarat) with a gold bracer and a ruby of protection. Then mix the resulting shimmering dress with the dangerous bustier that Princess Minnie awards to travellers who collect 99 mini medals. The resultant **divine bustier** (Defence: 105), with its high defence, ensures that Jessica will maintain her "VA-VA-VOOM!" for the remainder of the game.

RECIPE SUMMARIES

Odin's bow = Eros' bow + Cheiron's bow + great bow

Saintess shield = white shield + mirror shield + holy water

Golden tiara = silver tiara + thinking cap + gold nugget

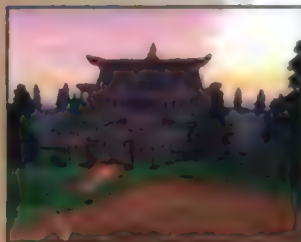
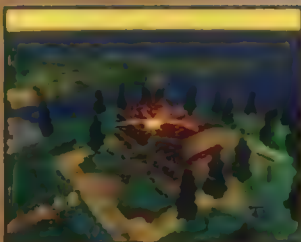
Shimmering dress = spangled dress + gold bracer + ruby of protection

Divine bustier = dangerous bustier + shimmering dress

LORD HIGH PRIEST'S RESIDENCE (SAVELLA AREA)

AREA MAPS

Recommended Level 30



Items Found

- Mini medal
- Sage's robe
- Seed of life
- Mini medal

ATLAS

UNTHROTTEN
CAVITIES



HOLY ISLE OF NEOS

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires magic key

ITEMS FOUND

- Magic water
- Agility ring

INFAMOUS MONSTERS



MONSTER APPEARANCES

NEOS ISLAND—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
108	Redtail hupster	103	0	92	36

NEOS ISLAND—DAY

NO.	NAME	HP	MP	EXP	GOLD
106	Tap devil	85	0	78	21
110	Gold golem	120	0	54	726
115	Volpone	107	24	102	43
118	Hades condor	102	16	99	22

NEOS ISLAND—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
100	Night emperor	100	0	93	46
104	Skeleton soldier	94	12	93	26
107	Mushroom mage	81	10	75	13
113	Toxic zombie	116	0	75	17

MAP KEY

- Inn
- Weapon Shop
- Armour Shop
- Item Shop



ITEMS FOUND

- Seed of magic
- Moonwort bulb
- Holy water
- 16 gold coins
- Chimaera wing
- 80 gold coins
- Scholar's specs
- Spicy cheese
- Gold rosary
- Seed ill skill
- Templar Captain's ring

ITEM SHOP LIST

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Antidotal herb	10G	N/A
Holy water	20G	N/A
Chimaera wing	25G	N/A
Gold rosary	500G	Hero, Yangus, Jessica, Angelo

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Full plate armour	2300G	Hero
Silver cuirass	3200G	Yangus
Light shield	2250G	Hero, Yangus, Jessica, Angelo
Steel shield	2500G	Hero, Yangus
Iron mask	3500G	Hero, Yangus

TRADING POST SHOP LIST (APPEARS AFTER CERTAIN EVENTS)

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Moonwort bulb	30G	N/A
Holy water	20G	N/A
Dream blade	4700G	Hero, *Jessica (knife skill), Angelo
Turtle shell	2300G	Yangus
Cloak of evasion	3000G	Jessica, Angelo

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Edged boomerang	1360G	Hero
Chain whip	2200G	Jessica
Steel scythe	3700G	Yangus
Dream blade	4700G	Hero, *Jessica (knife skill), Angelo
Holy silver rapier	6600G	Angelo



THE IMMENSE GODDESS SHRINE

The pilgrims visiting the holy island and its citizens, who profit from the tourism industry, are generally friendly and informative people, but no one on the island has enough clout to get the party past the Templars guarding the entrance to the shrine at the base of the stone Goddess statue. The only way the party can enter the shrine is when the public is admitted for some sort of special occasion.

Check out the view of the Goddess statue from the top of the guard tower near the entrance of town.

TROLLS' MAZE (???)

Recommended Level: 40

ITEMS FOUND

- Mini medal
- Hell sabre
- Seed of strength x2
- Seed of life x3

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
131	King cureslime	180	Infinite	136	16
164	Troll	423	0	210	46
195	Cyclops	482	0	443	69
197	Snapdragon	456	30	356	63
204	Boss troll	780	0	426	56
232	Great troll	1010	0	679	68



AREA MAPS

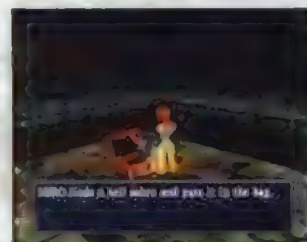
MAP KEY

- Treasure chest
- Treasure chest, requires ultimate key



THROUGH THE LOOKING GLASS

This hidden dungeon is extremely easy to navigate. Proceed across the suspended platforms that form a path to the back room, where someone of prominence in politics can be heard begging for release. Speak to the monsters in this chamber to determine what can be done to resolve the situation.



The **hell sabre** found in the Trolls' Maze is an incredibly powerful, ready-to-wield weapon for Angelo.

BLACK CITADEL (???)

Recommended Level: 41



MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
131	King cureslime	180	Infinite	136	16
171	Metal lung slime	20	66	30010	240
200	Archdemon	348	45	418	62
201	Bobonga	443	0	376	66
202	Caped caperer	216	0	199	31
203	Claws	283	0	386	73
204	Boss troll	780	0	426	56
205	Mimic king	340	Infinite	402	71
206	Fowlfighter	285	Infinite	376	60
207	Dullahan	335	24	378	48
208	Gigantes	710	0	511	36
209	Frou-frou	510	0	396	57
210	Stone guardian	450	0	422	80
211	Wight priest	258	Infinite	398	57
212	Hell gladiator	276	0	416	94

AREA MAPS

MAP KEY

- Breakable barrel
- Breakable pot
- Cabinet/Wardrobe/Cupboard
- Treasure chest
- Treasure chest, requires ultimate key

Items Found

- | | | |
|-------------------|----------------|-----------------|
| Black Citadel map | Cured cheese | 500 gold coins |
| Sage's stone | Icepick | 1200 gold coins |
| Dark robe | Orichalcum | Seed of defence |
| Premium mould | Hard cheese | Prayer ring |
| Rock salt | Vegdrasil leaf | Orichalcum |
| Seed of life | Saint's ashes | Silver shield |

COLLAPSED STAIRS

Initially, getting around in the outdoor portion of the Black Citadel is difficult because certain stairways are collapsed, such as the central one leading from the lower level up to the mezzanine. In order to reach the switch that raises these stairs, the heroes must navigate and search through this massive citadel. However, raising these connecting paths makes it easier to navigate through the Black Citadel a second time, in case you find it necessary to leave and save your game or use the alchemy pot.



Collapsed stairways force the heroes to explore every nook and cranny of the outdoor area, looking for a way to reach the top of the tower.

Entrance

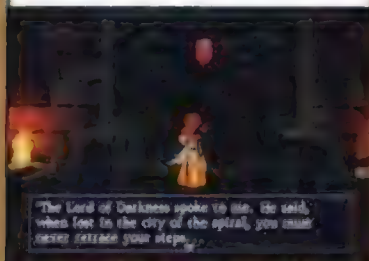


ATLAS

INDEX
MAP
OF WILCO

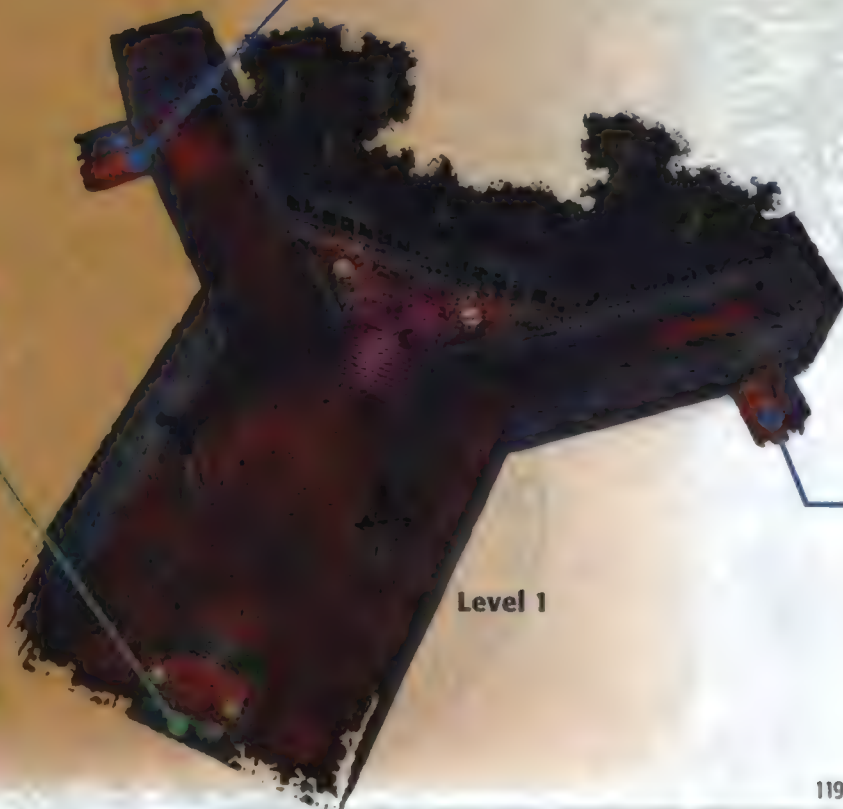
MYSTERIOUS MESSAGE

Examine the frightening plaque at the bottom of the room. Although the meaning of the inscription may seem vague, keep it in mind while navigating the confusing lower levels of the Black Citadel.



A message ungraved in obsidian stone. And in the city of evil?

Level 1



Level 3

Level 5

MECHANICAL LEVER

A lever on the upper level of the outdoor area stands near the edge of the balustrade. What good can come of moving the handle in such a dire place?



The lever on the lever above the courtyard may be helpful or not...

on pg. 118

on pg. 119

Level 2

on pg. 119

on pg. 119

on pg. 119

on pg. 119

on pg. 119

Level 3

Level 4

Level 2

Entrance Stairs

Level 1

on pg. 121

CRUCIAL POINT

Examine the dark engraving on the wall across from the entrance of this circular area to fully restore the party's HP and MP. This may be just the shot in the arm the party needs in order to surge forward to their final destiny!



The stone face fresco near the entrance of the downward spiral offers the party a boost before the crucial battle.

Spiral 1

Spiral 2

Spiral 3

Spiral 4

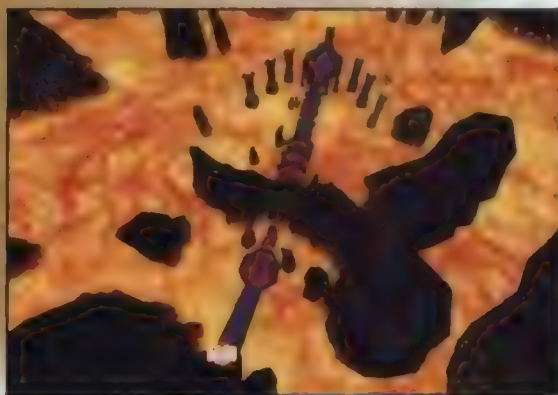
Spiral 5

Spiral 6

Spiral 7

ATLAS

WALL FACE
ATLAS



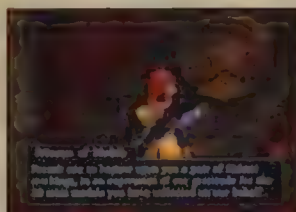
SIDE QUESTS

This chapter contains data and strategies for the many optional side quests and mini-games that you can experience alongside the game's primary quest. You can spend as much or as little time on these diversions as you like, or ignore them entirely. The challenges they offer are great, but those who succeed will be well rewarded.

MINI MEDAL COLLECTING

WHAT ARE MINI MEDALS?

There are small medals hidden throughout the game that can be found inside cabinets, treasure chests, and barrels. You can't use or sell them, but they do have a value on the tiny island kingdom that is home to Princess Minnie.



The more medals you deliver to Princess Minnie, the more rewards you can earn. You cannot purchase or find most of her rewards anywhere else, and many of them are quite powerful. Keep your eyes peeled for medals and return to her frequently!

MINI MEDAL CHECKLIST












The following section contains a brief listing of the number of medals in their corresponding areas. Note that, in some cases, you will need to acquire an item first.

# OF MEDALS	AREA
1	FAREBURY
1	PEREGRIN QUAY
3	MAELLA ABBEY
1	SIMPLETON
2	RUINED ABBEY
3	ASCANTHA CASTLE
6	PICKHAM
3	RED'S DEN
3	SWORDSMAN'S LABYRINTH
1	HILLTOP HUT
5	TRODAIN CASTLE
1	MOLE HOLE
2	PRINCESS MINNIE'S CASTLE
1	SAVELLA CATHEDRAL
1	SEAVIEW CHURCH
6	BACCARAT
1	SEER'S RETREAT
8	ARGONIA
1	ROYAL HUNTING GROUND: HOUSE

# OF MEDALS	AREA
1	ROYAL HUNTING GROUND
2	DARK RUINS
1	DRAGON GRAVEYARD
8	ARCADIA
2	MARTA'S COTTAGE
4	ORKUTSK
3	HERB GROTTTO
4	PIRATE'S COVE
3	EMPYCCHU
4	DARK EMPYCCHU
2	GODBIRD'S EYRIE
2	TRYAN GULLY
2	LORD HIGH PRIEST'S RESIDENCE
8	UNKNOWN...
1	TROLLS' MAZE
15	FIELD
1	WORLD OF DARKNESS
1	LE CLUB PUFF-PUFF

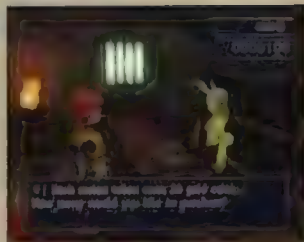
HUNTING FOR MEDALS

The medals are hidden in towns, dungeons, the field, and even homes and inns. With one exception, they are always inside a cabinet, a pot, a barrel, a hanging bag, or a treasure chest. There are 115 medals in all, but you only need to find 110 to get the final reward. Most of them are hidden in the towns, but nearly every major area has at least one. Use Yangus's Nose for Treasure (a skill learned when you assign 16 skill points to his Humanity skill set) to make finding them a little easier.

-  **20 Medals**
Fishnet stockings (accessory); defence: 8; equipped by Jessica
-  **36 Medals**
Posh waistcoat (armour); defence: 48; equipped by Angelo
-  **45 Medals**
Staff of divine wrath (staff); attack: 35, cast Swoosh when used in combat; equipped by Jessica, Angelo
-  **52 Medals**
Gold nugget (Item); used in alchemy
-  **60 Medals**
Meteorite bracer (accessory); agility: +50; equipped by Hero, Yangus, Jessica, Angelo
-  **68 Medals**
Miracle sword (sword); attack: 80, restores user's HP; equipped by Hero, Jessica
-  **75 Medals**
Sacred armour (armour); defence: 84, regenerates wearer's HP; equipped by Hero, Angelo
-  **83 Medals**
Orichalcum (Item); used in alchemy
-  **90 Medals**
Metal king helm (helmet); defence: 55, increases resistance to status effect spells; equipped by Hero, Yangus, Jessica, Angelo
-  **99 Medals**
Dangerous bustier (armour); defence: 1, changes Jessica's appearance; equipped by Jessica
-  **110 Medals**
Flail of destruction (weapon); attack: 125, hits all enemies; equipped by Yangus

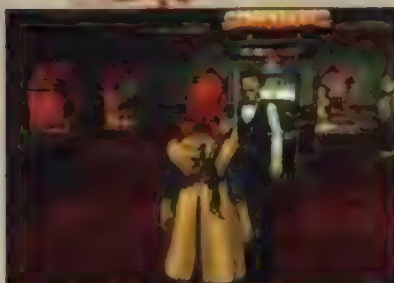
CASINO GAMES

You can play at a casino in Pickham as soon as you reach it. Stakes are low here, so it will take perseverance to win tokens to redeem for prizes. You can earn—or lose—tokens much more quickly at the high-stakes games in Baccarat, but that casino doesn't open until much later in the game.



Instead of gold coins, you gamble with tokens that can be purchased at either casino for 20 gold coins apiece. Win enough tokens and you can redeem them for prizes, which differ in each casino. You cannot sell the tokens back for gold. Later in the game, you can also earn tokens by completing a side quest in Baccarat.

PICKHAM CASINO



You can play at this casino at any time after you reach Pickham. It offers only one-token slot machines and a bingo counter, so the stakes are quite low. You must spend a lot of time at the slots—or get lucky at bingo—to earn enough tokens to claim this casino's top prizes.

BACCARAT



This casino has higher stakes and offers better prizes. However, you must first resolve the matter of Golding's estate for it to reopen, which isn't something you can do on your first visit to Baccarat. Once it reopens, you can earn money quickly by playing roulette or the 100-token slot machine.

The prizes for redemption in Pickham are:

100 Tokens
Magic water (item); restores 10 or more MP to ally

500 Tokens
Silver platter (shield); defence: 8; equipped by Jessica

1000 Tokens
Agility ring (accessory); agility: 15; equipped by Hero, Yangus, Jessica, Angelo

1500 Tokens
Titan belt (accessory); attack: 10; equipped by Hero, Yangus, Jessica, Angelo

3000 Tokens
Kune staff (staff); defence: 30; casts Kabuff when used; equipped by Jessica, Angelo

5000 Tokens
Platinum headgear (helmet); defence: 30; equipped by Hero, Angelo

The prizes for redemption in Baccarat are:

1000 Tokens
Prayer ring (accessory); defence: 5; restores MP when used; equipped by Hero, Yangus, Jessica, Angelo

3000 Tokens
Spangled dress (armour); defence: 46; equipped by Jessica

5000 Tokens
Saint's ashes (item); used in alchemy

10000 Tokens
Falcon blade (sword); attack: 37; attacks twice; equipped by Hero, Jessica, Angelo

50000 Tokens
Liquid metal armour (armour); defence: 101; reduces spell damage; equipped by Hero, Yangus, Jessica, Angelo

200000 Tokens
Gringham whip (weapon); attack: 127; hits all enemies; equipped by Jessica

SLOT MACHINES

The slots in Pickham are single token machines only, while Baccarat hosts 10-token machines and even a 100-token machine! If you have enough tokens, you can make up to five bets per pull on any machine, allowing for three-of-a-kinds



on each of the three horizontal pay lines and two diagonal ones. You can continuously play the slots, betting all five lines each time, by pressing up on the directional button or the left analog stick repeatedly. This simple control scheme allows hardcore gamblers to keep the slots rolling while they focus their attention on other things.

All slot machines are not created equal. While their reels stop at random positions, the assortment of icons on their reels can encourage occasional large payoffs or frequent small ones. You will win less often on the long-shot machines, but the payoffs for winning will make up for it.

The Best Slots in Pickham

There are eight slot machines in Pickham, although some other person will be using the third machine from the left most of the time. He's welcome to it as it has the worst odds of the bunch! But all the machines have the odds tilted in your favor by varying degrees. The fourth machine (starting from the left) is the best performer, offering nearly a 90% profit on your investment! Machines 5 through 7 are all quite profitable as well, around the 70% range.



Keep in mind, though, that these returns are over the *long term* and factor in the odds of scoring a 777 jackpot. Machine 4 offers the best chance of scoring a 777, and even then, the odds are 1:1543. If your goal is to slowly and safely build your stake, use machine 11 (starting from the left), which will return around 30 tokens gained for every 100 spent even when the odds of the top three jackpots are stripped out of the equation.

The Best Slots in Baccarat

Among the one-token slots on the left side of the room, the third machine offers fantastic odds, but they're heavily dependent on the 1:578 chance of scoring a 500x payoff. If you don't have a lot of tokens to play the slots, you'll get more reliable odds and a nice rate of return from machine 4. The 10-token slots on the right all offer roughly the same rate of return.



The 100-token slot in Baccarat is the ultimate long-shot machine. Its reels have seven sevens instead of the usual three or four. This means your odds of scoring a 1000:1 jackpot are approximately 1:772. That's an average return of nearly 30% on your investment before you add in the payoffs from all the other rows! When totaled, they add up to an average return of over 2 tokens for every one you put in. Of course, these are long-term gains and you'll need to spend a lot of money to exploit them. If you can only afford a few pulls, you're unlikely to get the 777 you need to come out ahead.

BINGO

Bingo is the highest-stakes game in Pickham, as you can wager 100 tokens per game. (In Baccarat, the limits are raised to 300.) The point of the bingo game is to score a bingo in any direction within 10 turns (the middle square is free). The sooner you do so, the higher the payoff!! You have no control of the action once you make a wager, so just sit back and see what numbers the cureslime pulls!



Bingo doesn't offer great odds, but the potential payoffs can be huge early in the game. You may want to consider playing this game at the end of every play session; save your game, go and enter the maximum bet. If you don't come out ahead, you don't need to save your progress.

BINGO PAYOFF CHART

TURN	PAYOFF	ODDS
4 th	400x	.0004%
5 th	200x	.02%
6 th	100x	.07%
7 th	50x	.2%
8 th	25x	.4%
9 th	10x	.7%
10 th	5x	12%

ROULETTE

The roulette table is for the real gamblers. You can lose a fortune in a flash, or earn a huge payoff. The maximum bet is 500 tokens and you can make as many bets as you want. The roulette table consists of 28 numbers. You can bet on any single number, split your bet between two or four adjacent numbers, bet on a column of three or two adjacent columns of six, or bet on a row or square of nine numbers. You can also make a bet on odd, even, red, or blue.



But it all works out to the same odds, right? Usually that's true, but the Baccarat table has several quirks that alter the usual odds. Observant players can exploit these quirks to give themselves an edge.

Zero (0) is neither even nor odd, nor blue or red. That leaves 27 numbers, 14 of which are odd, and only 13 of which are even. Fourteen of them are red and 13 are blue. So odd and red actually offer fair odds, while even and blue are sucker bets.

There are a lot of betting options but the payoffs are inconsistent. Any single number is a fair bet, with a 1:28 chance of success and a 28:1 payoff. A split bet (two adjacent numbers with a chip between them) will double your odds and halve the payoff, which is what you'd expect. But if you bet a street (a column of three; place the token at the bottom of the column), you end up with 1:9.33 odds and only a 8:1 payoff. These are the worst odds on the table!

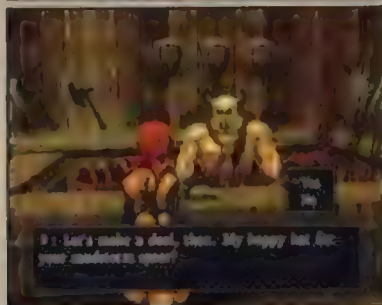
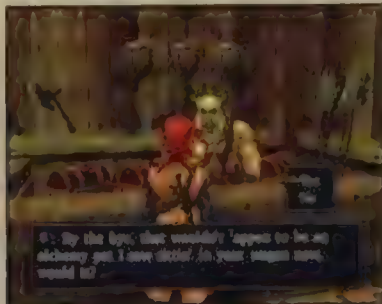
While a single column offers an 8:1 payoff, a pair of adjacent columns (six numbers; place the token at the bottom between two columns) has a success rate of 1:4.67 with a 5:1 payoff, so the payoff significantly beats the odds! A "double street" is by far the best bet on the table, and in the long run you'll earn 107 tokens for every 100 bet. Betting four double streets is a reasonably safe way to make long-term profits.

ODDS CHART

BET	PAYOFF	AVERAGE RETURN
Inside (1 number)	28:1	100%
Split (2 adjacent numbers)	14:1	100%
Street (3 numbers in column)	8:1	86%
Quad (4 numbers in square)	7:1	100%
Double Street (6 numbers in two adjacent columns)	5:1	107%
Triple Street (9 numbers in block of three columns)	3:1	96%
Row (9 numbers in horizontal line)	3:1	96%
Evens (13 numbers)	2:1	93%
Odds (14 numbers)	2:1	100%
Blue (13 numbers)	2:1	93%
Red (14 numbers)	2:1	100%

DODGY DAVE'S BLACK MARKET

After completing the chain of events that begin in Pickham and end at Red's Den, you can return to Dodgy Dave in his hidden shop behind Pickham's smaller pub. He'll ask you to make custom items for him with the alchemy pot, and he'll pay generously for them. For certain items, he'll trade some of his rare items.



Dodgy Dave doesn't reveal the recipes, just the name of the item. You must determine the recipes, or find them in a book. After giving Dodgy Dave everything he asks for, he starts over from the beginning, asking for the special medicine again. You can continue to fulfill his orders for gold, but you'll only get items in trade the first time.

DODGY DAVE'S REQUESTS

ITEM	REWARD
Special medicine	500 gold
Reinforced boomerang	1200 gold
Ring of immunity	Bandit axe
Robe of serenity	6000 gold
Sandstorm spear	Happy hat
Crimson robe	Big boss shield

Rewards from Dodgy Dave include:



Bandit axe (weapon)
Attack: 55; equipped by Yungus



Happy hat (helmet)
Defence: 31; recovers MP as you walk; equipped by Jessica, Angelo



Big boss shield (shield)
Defence: 50; casts Kasap when used; equipped by Yungus

TIPS, TRICKS, AND EASTER EGGS

The following section contains some really useful advice on strategies and some cool extras that make this game even more enjoyable. It even reveals some hidden Easter Eggs!

STEALING STUFF

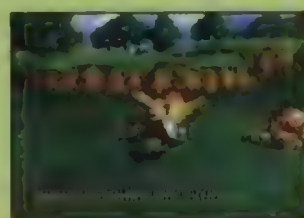
Stealing items from enemies with Yungus's Steal Sickle or Stainless Steal Sickle ability requires a great deal of persistence. Fortunately, there are a few tricks in use to improve your chances of success.



Your success rate is roughly doubled when an enemy is put to sleep or paralysed. If you're determined to steal something, have Jessica cast Snooze or Kasnooze repeatedly on the target while Yungus uses Stainless Steal Sickle. (Jessica's Whiplash and Angelo's Angel Eyes are also effective.) Even if the target is already asleep or paralysed, using the spell or ability on a regular basis will lengthen the duration of the effect.



The biggest problem with Stainless Steal Sickle is that it often kills its target. To prevent this from occurring, equip the skull helm. This cursed item reduces its wearer's attack score to 0, so Yungus will do no more than 1 point of damage each time you try to steal!



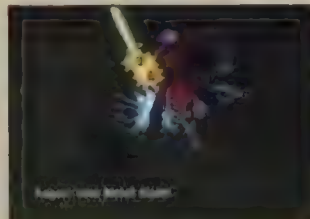
Even when an enemy is sound asleep, you'll often have about a 1 in 100 chance of success. Try this to improve the odds: eliminate all the other monsters; keep your target asleep or paralysed; and have your other party members repeatedly defend. Then have Yungus (with a skull helm equipped) use the Stainless Steal Sickle repeatedly until it succeeds.





DEFEATING METAL MONSTERS


You'll encounter metallic members of the slime family throughout the game. They typically flee right away, but if you can manage to defeat one before it gets away, you will receive a ton of experience points.


When you acquire the Godbird's soulstone, fly to Howlwind Hill (just north of Rydon's Tower) to find legions of metal monsters. This is the ideal place to rack up experience once you master the small handful of skills that are effective against the creatures. Most attacks, spells and abilities cause 0 or 1 point of damage to metal monsters, regardless of the user's attack strength!



 The best attacks are the Hero's *Thunder Thrust* and *Lightning Thrust* spear skills and Yungus's *Hatchet Man* and *Executioner* axe skills. Since critical hits deal damage regardless of the target's defence, these abilities can do several hundred points of damage, effectively killing any metal creature instantly.

 Another option is the *Metal Slash* sword skill learned by the Hero and Angelo, which can deal 1-2 points of damage. Pair this skill with a *falcon blade* or *über falcon blade* to possibly double the amount of damage.

 The liquid metal sword inflicts a flat 2 points of damage to any metal creature, but only on a regular attack. The damage is not doubled by the *Falcon Slash* skill.

 Characters who lack these skills should use attacks or weapons that strike twice. Since every hit has a chance of causing 1 point of damage, the more hits the better. *Multishot*, *Multithrust* and *Multifists* can be effective, as can Jessica's *Twin Dragon Lash* or Angelo's and the Hero's *Falcon Slash*. Also, the two-hit *falcon knife*, *falcon blade*, *über falcon blade*, and *über double-edge* are effective.



1350 Exp!



10050 Exp!



30010 Exp!

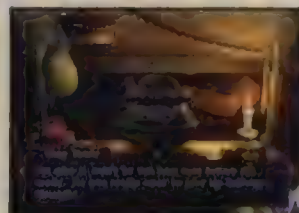
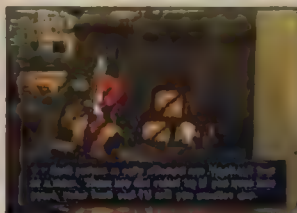
A SECOND USE FOR BAUMREN'S BELL

After everything you went through to get Baumren's bell, it seems a pity to kill the sabrecats you encounter in combat. Fortunately, you don't have to! Whenever you encounter a sabrecat, ring Baumren's bell (keep it in a character's inventory) and they'll flee the battle.



TRICKING THE YGGDRASIL LEAF SHOP

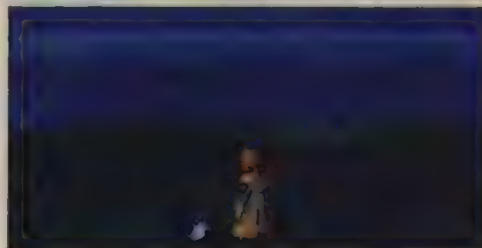
The Yggdrasil leaf shop at the Argonia bazaar has a strict one-per-customer policy, and the shopkeeper refuses to sell leaves to anyone who has one in his or her inventory. It isn't clear how exactly she knows this fact, but her sensory powers can't seem to penetrate the metal of the alchemy pot.



To buy a second Yggdrasil leaf, drop the first one into your alchemy pot with a bottle of magic water or a set of red and waterweed moulds. Both are viable recipes, and you can buy a second leaf while the pot is working. Afterward, return to the pot and cancel the recipe to return the first leaf to your inventory.

THE SECRETS OF SAVELLA'S BIRDS

You probably know that talking to a cow will get you a bottle of fresh milk, but did you know that certain birds have items as well? Two birds in the Savella Area carry items, and both are quite precious: a **seed of magic** and a **seed of life**. You'll find these tiny tweeters on the paths that lead away from the cathedral area.



COMBAT SPELLS

Characters usually learn new spells simply by gaining levels, although some are learned from spending skill points on certain skill sets (particularly Staves and each character's special skill set). A small handful of skills are learned from in-game story events.

The main stat that affects combat spells is wisdom. The higher the caster's wisdom value, the more damage the spell will cause (building tension also increases damage in most cases). With spells that apply a status effect, like sleep or paralysis, the caster's level largely determines whether the spell hits or misses. Spells that lower enemy stats or boost your characters' stats typically have fixed effects and rarely miss, although the targets may be immune to their effects.

SPELLS

100000

ACCELERATLE

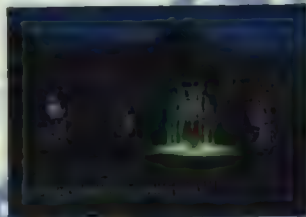
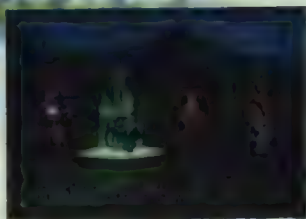
DESCRIPTION: Raises the agility of all party members.

NOTES: Raises each ally's agility by an amount equal to their base agility score. The effect lasts until the end of the battle.

TARGET: All allies

MP COST: 3

TENSION BOOST: Yes



Jessica learns at 3 Staves skill points

BANG

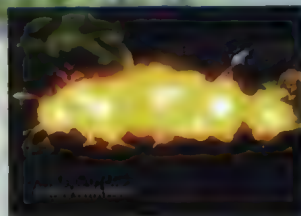
DESCRIPTION: Damages all enemies with a small explosion.

NOTES: Typically deals 16-24 points of damage but can cause up to 44 points of damage based on caster's wisdom.

TARGET: All enemies

MP COST: 5

TENSION BOOST: Yes



Jessica learns at level 14

BAN DANCE

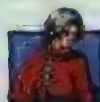
DESCRIPTION: Stop one group of enemies from dancing for several turns.

NOTES: Prevents dancing attacks (like Underpants Dance) from being used for 6-9 turns. Has no effect against most foes.

TARGET: Enemy group

MP COST: 4

TENSION BOOST: No



Angelo learns at 39 Charisma skill points

BOOM

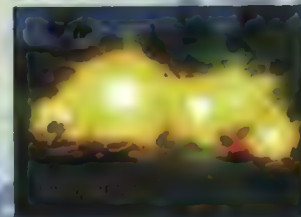
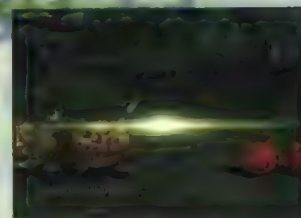
DESCRIPTION: Engulfs all enemies in a large explosion.

NOTES: Typically deals 42-54 points of damage but can cause up to 102 points of damage based on caster's wisdom.

TARGET: All enemies

MP COST: 8

TENSION BOOST: Yes



Jessica learns at level 23

KABOOM

DESCRIPTION: Blasts all enemies with an incredibly violent explosion.

NOTES: Typically deals 104-120 points of damage but can inflict up to 200 points of damage based on caster's wisdom.

TARGET: All enemies

MP COST: 15

TENSION BOOST: Yes



Jessica learns at level 33



KABUFF

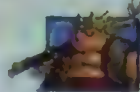
DESCRIPTION: Raises the defence of all party members.

NOTES: Raises the defence of each ally by 25% of his or her base defence score each time it is cast. The effect lasts for 7-10 turns.

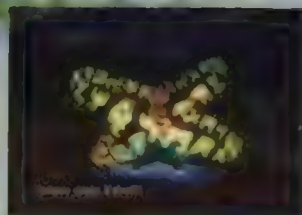
TARGET: All Allies

MP COST: 3

TENSION BOOST: Yes



Yangu learns at 42 Humanity skill points



BOUNCE

DESCRIPTION: Forms a protective barrier that reflects the enemy's and party's spells alike.

NOTES: The barrier surrounds the caster for 6-9 turns and reflects spells cast by allies and enemies alike.

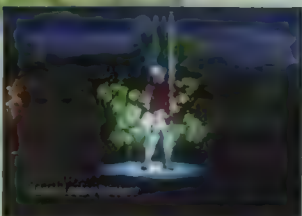
TARGET: Caster only

MP COST: 4

TENSION BOOST: No



Jessica learns at 21 Staves skill points



Angelo learns at 9 Staves skill points

CRACK

DESCRIPTION: Pierces a single enemy with razor-sharp icicles.

NOTES: Typically deals 30-28 points of damage but can deal up to 52 points of damage based on caster's wisdom.

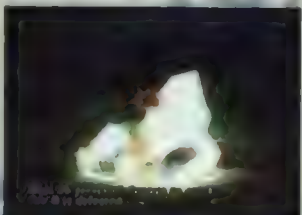
TARGET: One enemy

MP COST: 3

TENSION BOOST: Yes



Jessica learns at level 10



BUFF

DESCRIPTION: Raises the defence of a single party member.

NOTES: Raises the defence of one ally by 50% of his or her base defence score. The effect lasts for 7-10 turns.

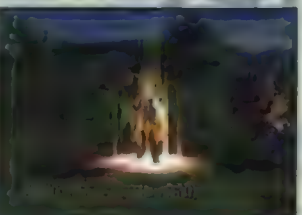
TARGET: One ally

MP COST: 2

TENSION BOOST: Yes



Angelo knows from beginning



CRACKLE

DESCRIPTION: Rips into a group of enemies with sharp icicles.

NOTES: Typically deals 34-46 points of damage but can cause up to 86 points of damage based on caster's wisdom.

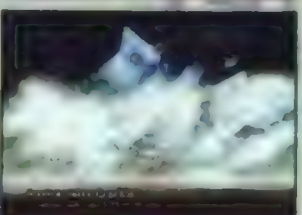
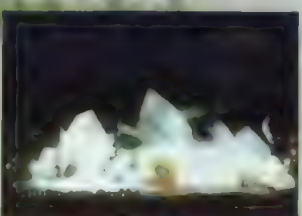
TARGET: Enemy group

MP COST: 5

TENSION BOOST: Yes



Jessica learns at level 16



KAGRAGGLE

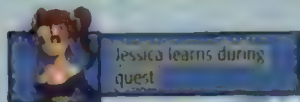
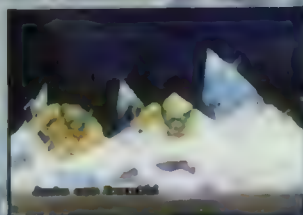
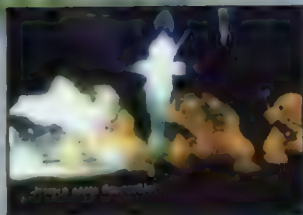
DESCRIPTION: Sowers all enemies with a hail of sharp acids

NOTES: Typically deals 64-83 points of damage but can cause up to 157 points of damage based on caster's wisdom

TARGET: All enemies

MP COST: 12

TENSION BOOST: Yes



DRAIN MAGIC

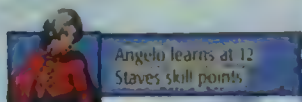
DESCRIPTION: Steals MP from a single enemy

NOTES: Amount stolen depends on enemy's current MP and caster's level

TARGET: One enemy

MP COST: 0

TENSION BOOST: No



DAZZLE

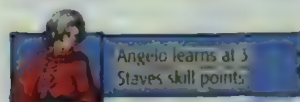
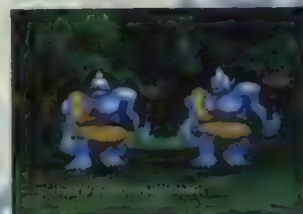
DESCRIPTION: Envelops a group of enemies in illusions

NOTES: For 6-8 turns, affected foes will miss frequently with physical attacks against your party

TARGET: Enemy group

MP COST: 5

TENSION BOOST: No



FIZZLE

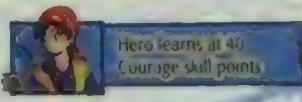
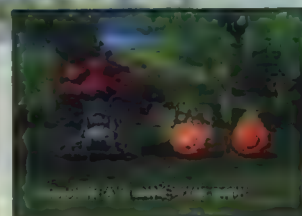
DESCRIPTION: Prevents a group of enemies from using magic

NOTES: May not hit all foes. The effect lasts for 7-10 turns

TARGET: Enemy group

MP COST: 5

TENSION BOOST: No



DIVINE INTERVENTION

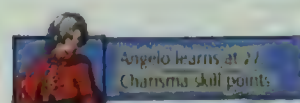
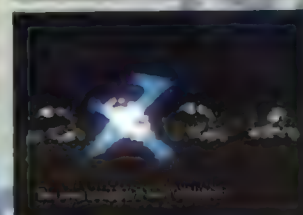
DESCRIPTION: Reduces a group of enemies' resistance to magical attacks

NOTES: Makes foes weak to magic-based attacks and status effects for 6-9 turns

TARGET: Enemy group

MP COST: 4

TENSION BOOST: No



FRIZZ

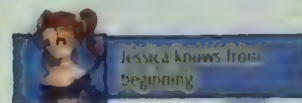
DESCRIPTION: Singes a single enemy with a small fireball

NOTES: Typically deals 10-13 points of damage but can inflict up to 24 points of damage based on caster's wisdom

TARGET: One enemy

MP COST: 2

TENSION BOOST: Yes



SPELL

LEARN

FRIZZLE

DESCRIPTION: Burns a single enemy with a large fireball.

NOTES: Typically deals 56-72 points of damage but can cause up to 120 points of damage based on caster's wisdom.

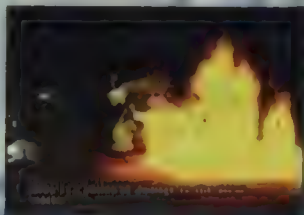
TARGET: One enemy

MP COST: 4

TENSION BOOST: Yes



Jessica learns at level 21



KAFUDDLE

DESCRIPTION: Confuses all enemies.

NOTES: May not hit all foes, but has a higher rate of success than Fuddle. The confusion effect typically lasts from 5 to 8 turns.

TARGET: All enemies

MP COST: 11

TENSION BOOST: No



Angelo learns at 60 Charisma skill points



KAFRIZZLE

DESCRIPTION: Incinerates a single enemy with an enormous fireball.

NOTES: Typically deals 144-160 points of damage but can cause up to 264 points of damage based on caster's wisdom.

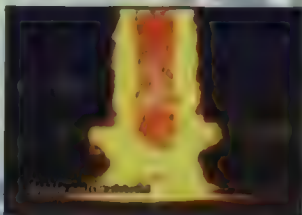
TARGET: One enemy

MP COST: 10

TENSION BOOST: Yes



Jessica learns at level 35



INSULATE

DESCRIPTION: Forms a barrier that protects all party members from fire- or ice-based attacks.

NOTES: Damage from such attacks is reduced by half for the duration of the spell, which is typically 6 to 9 turns.

TARGET: All allies

MP COST: 5

TENSION BOOST: No



Jessica learns at level 25



FUDDLE

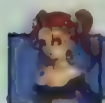
DESCRIPTION: Sends a group of enemies into confusion.

NOTES: May not hit all foes. The confusion effect typically lasts from 5 to 8 turns.

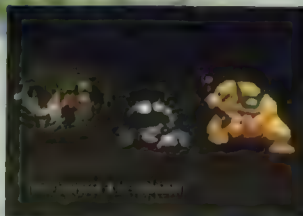
TARGET: Enemy Group

MP COST: 5

TENSION BOOST: No



Jessica learns at 26 Sex Appeal skill points



KAMIKAZEE

DESCRIPTION: Sacrifices your own life to destroy all enemies.

NOTES: The resultant explosion damages your foes, leaving them with only a few HP. It simply destroys all others. Not all enemies are vulnerable. Destroyed enemies provide no experience.

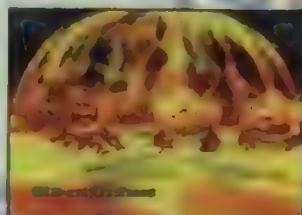
TARGET: All enemies

MP COST: 1

TENSION BOOST: No



Hero learns at 70 Courage skill points



MAGIC BARRIER

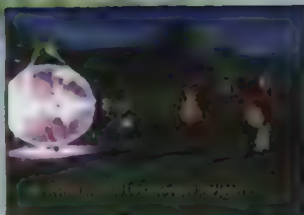
DESCRIPTION: Forms a protective barrier that reduces the effectiveness of foes' offensive spells.

NOTES: The barrier reduces damage dealt by enemy attack spells and reduces the accuracy of status effect spells (like Sleep) cast by enemies for 6-9 turns.

TARGET: All allies

MP COST: 3

TENSION BOOST: No



Jessica learns at 31 Staves skill points

SAP

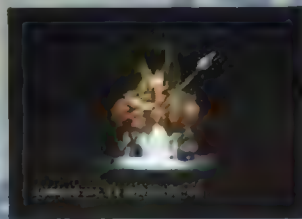
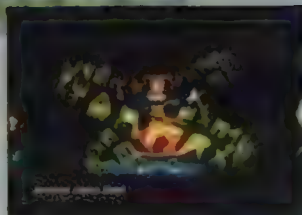
DESCRIPTION: Reduces the defence of a single enemy

NOTES: The effect lasts for 7-10 turns and cuts an enemy's defence by half of its base defence stat.

TARGET: One enemy

MP COST: 3

TENSION BOOST: NO



Jessica knows from the beginning

MAGIC BURST

DESCRIPTION: Unleashes all remaining magic power in a fearsome explosion.

NOTES: Base damage to each enemy is equal to double the amount of MP spent.

TARGET: All enemies

MP COST: All remaining MP (requires min 1 MP)

TENSION BOOST: Yes



Jessica learns at 100 Faticutt's skill points

KASAP

DESCRIPTION: Reduces the defence of a group of enemies.

NOTES: The effect lasts for 7-10 turns and cuts the enemies' defence to 25% of their base defence stat.

TARGET: Enemy group

MP COST: 4

TENSION BOOST: No



Jessica learns at 7 Staves skill points

OMPH

DESCRIPTION: Increases the attack of a single party member

NOTES: Doubles damage from physical attacks and certain abilities for 6-9 turns. During that time, target cannot score critical hits.

TARGET: One ally

MP COST: 6

TENSION BOOST: No



Jessica learns at level 19



Angelo learns at 65 Staves skill points

SHARE MAGIC

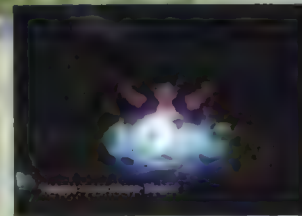
DESCRIPTION: Shares some of your MP with an ally.

NOTES: The amount of MP transferred varies, but averages around 40% of Vangus's Max MP.

TARGET: One ally

MP COST: 0

TENSION BOOST: Yes



Vangus learns at 32 Humanity skill points

SPILLS

1200

SIZZ

DESCRIPTION: Strikes a group of enemies with a blazing fire.

NOTES: Typically deals 13-19 points of damage but can inflict up to 30 points of damage based on caster's wisdom.

TARGET: Enemy group

MP COST: 4

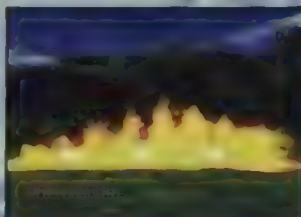
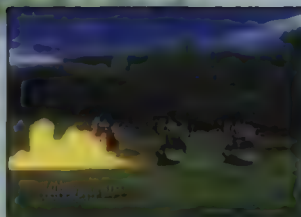
TENSION BOOST: Yes



Hero learns at level 11



Jessica learns at level 11



SNOOZE

DESCRIPTION: Puts a group of enemies to sleep.

NOTES: Effect lasts for 2-5 turns. May not hit all foes.

TARGET: Enemy Group

MP COST: 3

TENSION BOOST: No



Jessica learns at level 12



SIZZLE

DESCRIPTION: Burns a group of enemies with a blazing wall of fire.

NOTES: Typically deals 24-34 points of damage but can cause up to 62 points of damage based on caster's wisdom.

TARGET: Enemy group

MP COST: 6

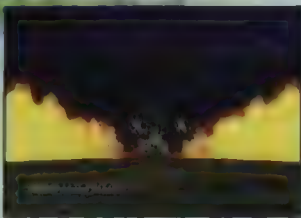
TENSION BOOST: Yes



Hero learns at level 20



Jessica learns at level 20



KASNOOZE

DESCRIPTION: Puts a group of enemies into a deep sleep.

NOTES: Effect lasts for 2-5 turns. May not hit all foes, but has a higher rate of success than Snooze.

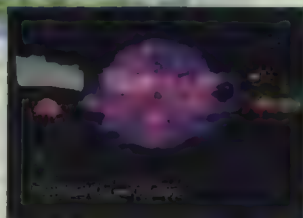
TARGET: Enemy Group

MP COST: 8

TENSION BOOST: No



Jessica learns at 66 Sex Appeal skill point.



KASIZZLE

DESCRIPTION: Searches a group of enemies with the blazing flames of the underworld.

NOTES: Typically deals 70-90 points of damage but can cause up to 170 points of damage based on caster's wisdom.

TARGET: Enemy group

MP COST: 10

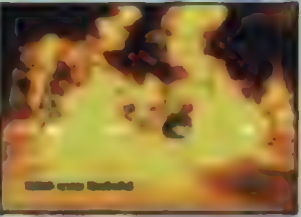
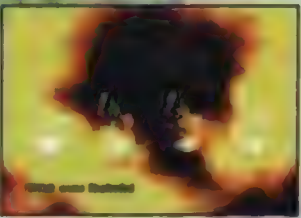
TENSION BOOST: Yes



Hero learns at level 32



Jessica learns during quest



PEARLY GATES

DESCRIPTION: Opens heaven's door to baptize a group of foes with sacred light.

NOTES: Deals 180-210 points of damage to an enemy group. If those enemies are zombie-type, this spell does an additional 50% damage.

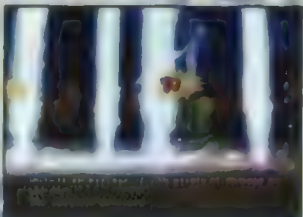
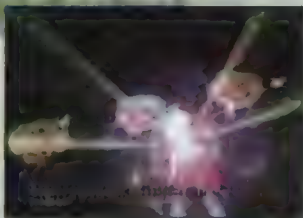
TARGET: Enemy group

MP COST: 20

TENSION BOOST: Yes



Angelo learns at 100 Chansma skill points



WHACK

DESCRIPTION: A cursed incantation that sends an enemy to the hereafter.

NOTES: Odds of success (an instant kill) are based on caster's level and target's level of resistance.

TARGET: One Enemy

MP COST: 4

TENSION BOOST: No



Angelo learns at level 17

WOOSH

DESCRIPTION: Slices through a group of enemies with a small whirlwind.

NOTES: Typically deals 6-19 points of damage but can cause up to 32 points of damage based on caster's wisdom.

TARGET: Enemy group

MP COST: 7

TENSION BOOST: Yes



Angelo knows from beginning

THWACK

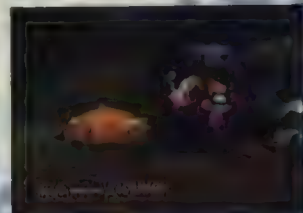
DESCRIPTION: A cursed incantation that sends a group of enemies to the hereafter.

NOTES: Odds of success (an instant kill) are based on caster's level and targets' level of resistance.

TARGET: Enemy group

MP COST: 7

TENSION BOOST: No



Angelo learns at level 22

SWOOSH

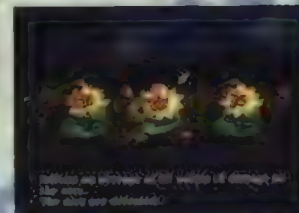
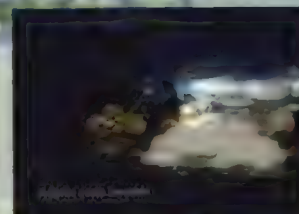
DESCRIPTION: Slices through a group of enemies with a powerful whirlwind.

NOTES: Typically deals 20-44 points of damage but can inflict up to 76 points of damage based on caster's wisdom.

TARGET: Enemy group

MP COST: 4

TENSION BOOST: Yes



Angelo learns at level 18

KATHWACK

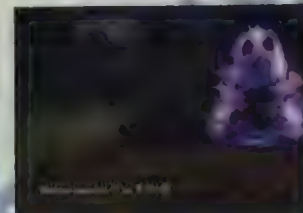
DESCRIPTION: A cursed incantation that sends all enemies to the hereafter.

NOTES: Odds of success (an instant kill) are based on caster's level and targets' level of resistance.

TARGET: All Enemies

MP COST: 15

TENSION BOOST: No



Angelo learns at 56 Staves skill points

KASWOOSH

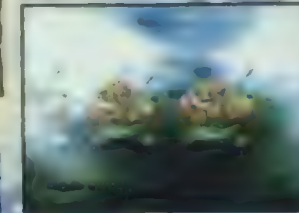
DESCRIPTION: Slices through a group of enemies with a ferociously destructive whirlwind.

NOTES: Typically deals 64-144 points of damage but can cause up to 200 points of damage based on caster's wisdom.

TARGET: Enemy group

MP COST: 0

TENSION BOOST: Yes



Angelo learns at level 32

ONLY

WIND

ZAP

DESCRIPTION: Calls down lightning on all enemies.

NOTES: Typically deals 40-56 points of damage but can cause up to 88 points of damage based on caster's wisdom.

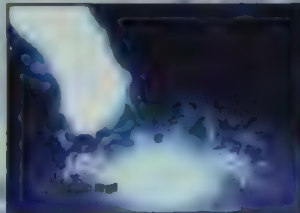
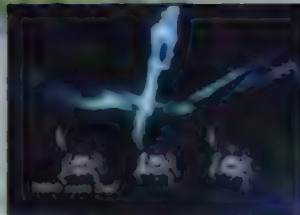
TARGET: All enemies

MP COST: 6

TENSION BOOST: Yes



Hero learns at 48
Courage skill points



KAZAP

DESCRIPTION: Calls down powerful thunderbolts on a group of enemies.

NOTES: Typically deals 100-140 points of damage but can inflict up to 220 points of damage based on caster's wisdom.

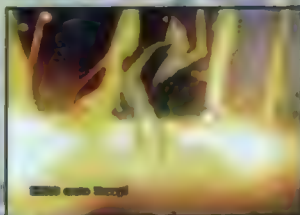
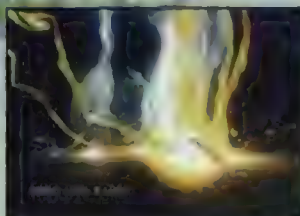
TARGET: Enemy group

MP COST: 15

TENSION BOOST: Yes



Hero learns at 100
Courage skill points



RECOVERY SPELLS

KERPLUNK

DESCRIPTION: Sacrifice your own life to resurrect all other party members.

NOTES: Kills Yungus and reduces his MP to 0, but restores all fallen allies to life with full HP and fully heals all other allies.

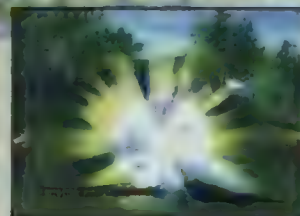
TARGET: All allies

MP COST: All remaining MP (requires min 1 MP)

TENSION BOOST: No



Yungus learns at 62
Humanity points



HEAL

DESCRIPTION: Restores at least 30 HP to a single ally.

NOTES: Restores 30-40 HP to one ally. Can be used on field or in combat.

TARGET: One ally

MP COST: 2

TENSION BOOST: Yes



Hero learns at level 5



Yungus learns at 10
Humanity skill points



Angelo knows from beginning

MIDHEAL

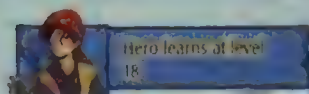
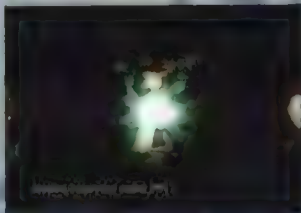
DESCRIPTION: Restores at least 75 HP to a single ally.

NOTES: Restores 75-95 HP to one ally. Can be used on field or in combat.

TARGET: One ally

MP COST: 3

TENSION BOOST: Yes



FULLHEAL

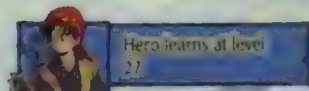
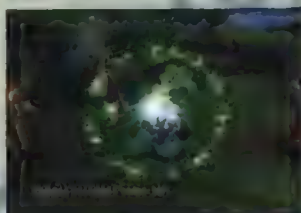
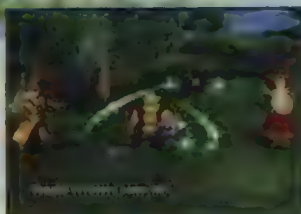
DESCRIPTION: Restores all HP to a single ally.

NOTES: Restores one ally to max HP. Can be used on field or in combat.

TARGET: One ally

MP COST: 6

TENSION BOOST: No



MULTIHEAL

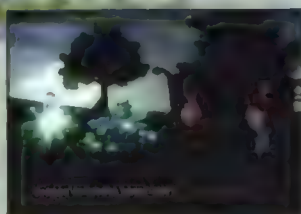
DESCRIPTION: Restores at least 100 HP to all party members.

NOTES: Restores 100-120 HP to each ally. Can be used on field or in combat.

TARGET: All allies

MP COST: 8

TENSION BOOST: Yes



OMNIHEAL

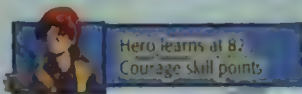
DESCRIPTION: Restores all HP to all party members.

NOTES: Restores each ally to max HP. Can be used on field or in combat.

TARGET: All allies

MP COST: 36

TENSION BOOST: No



SQUELCH

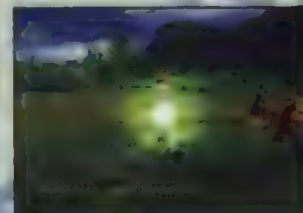
DESCRIPTION: Cures a single ally of the effects of poison.

NOTES: Can be used on field or in combat.

TARGET: One ally

MP COST: 2

TENSION BOOST: No



TINGLE

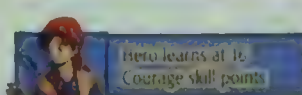
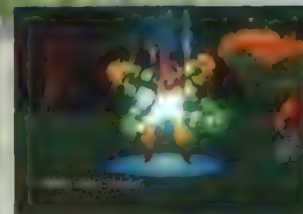
DESCRIPTION: Cures all party members of the effects of sleep and paralysis.

NOTES: Can only be used in combat.

TARGET: All allies

MP COST: 2

TENSION BOOST: No



HEAL

RECOVERY

ZING

DESCRIPTION: Resurrects a fallen ally with a 50% success rate.

NOTES: If successful, the fallen ally will be returned to life with half of his or her max HP. Can be used on field or in combat.

TARGET: One ally

MP COST: 8

TENSION BOOST: No



Hero learns at level 29



Angelo learns at level 19



KAZING

DESCRIPTION: Resurrects a fallen ally

NOTES: The fallen ally returns to life with full HP. Can be used on field or in combat.

TARGET: One ally

MP COST: 15

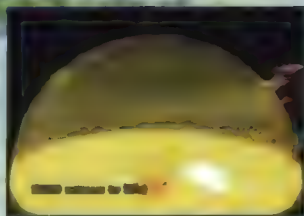
TENSION BOOST: No



Jessica learns at 100 Staves skill points



Angelo learns at level 34



FIELD SPELLS

EVAC

DESCRIPTION: Allows you to exit instantly from dungeons, caves, and towers.

NOTES: Returns you to entrance of area. No effect if used in field or town areas.

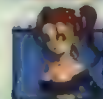
TARGET: All allies

MP COST: 2

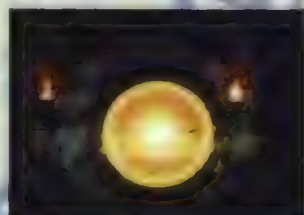
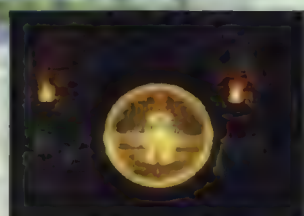
TENSION BOOST: N/A



Hero learns at level 6



Jessica learns at level 11



HOLY PROTECTION

DESCRIPTION: Generates a holy aura that causes weaker monsters to avoid your party.

NOTES: You will not be attacked by enemies that are at a lower level than the Hero. Can be used in both field and dungeon areas.

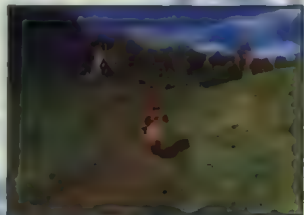
TARGET: All allies

MP COST: 4

TENSION BOOST: N/A



Hero learns at 28 Courage skill points



Nose for Treasure

DESCRIPTION: Instantly reports the number of nearby treasures.

NOTES: N/A

TARGET: N/A

MP COST: 0

TENSION BOOST: N/A



Yangus learns at 16 Humanity skill points

Whistle

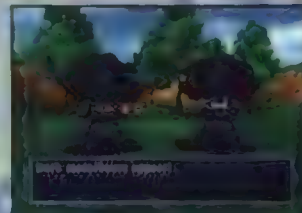
DESCRIPTION: Summons monsters with a whistle.

NOTES: If used in an area with active monsters, a random encounter will begin immediately.

TARGET: N/A

MP COST: 0

TENSION BOOST: N/A



Yangus learns at 4 Humanity skill points

Padfoot

DESCRIPTION: A secret technique for disguising your presence so as to avoid monsters.

NOTES: Reduces the chance of monster encounters. Lasts longer than Holy Protection, but is less effective.

TARGET: N/A

MP COST: 4

TENSION BOOST: N/A



Yangus learns at 33 Fisticuffs skill points

Zoom

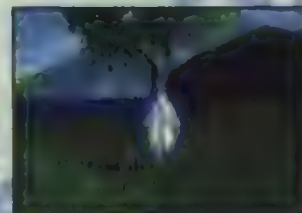
DESCRIPTION: Allows you to return instantly to certain places you have visited before.

NOTES: Not effective if used in a roofed area (try it and see why!).

TARGET: All allies

MP COST: 1

TENSION BOOST: N/A



Hero learns at 8 Courage skill points

Angelo knows from the beginning

SPRILLA

TRILL

ABILITIES

Characters learn abilities when they assign a set number of skill points — one — their five skill sets. Each character has three weapon skills, the fisticuffs skill, and a fifth special skill available only to that character. A character can only use a weapon ability while he or she has a weapon — that type equipped. Additionally, fisticuffs abilities can only be used while the character is unarmed. Special abilities can be used regardless of a character's equipment.

Abilities increase a character's combat potential by enabling them to — multiple times, inflict more damage, execute attacks with special effects, or hit a wider group of targets. The MP cost — use abilities — usually quite low, and some are free! But keep in mind that it is not possible to score critical hits while using most abilities; that's a special property — the standard attack option only.

AXE ABILITIES

HELM SPLITTER

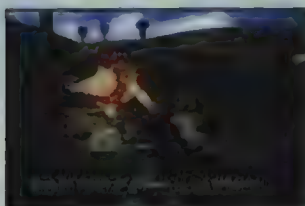


DESCRIPTION

A skull-splitting smash that lowers an opponent's defence as it inflicts damage.

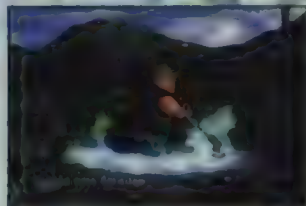
NOTES

Deals normal damage and reduces an enemy's defence by half of its base defence score for 7-10 turns (same as Sap spell).



6
One enemy
0
Yes

PARALLAX

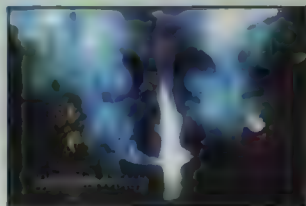


DESCRIPTION

A focused strike capable of occasionally paralysing an enemy.

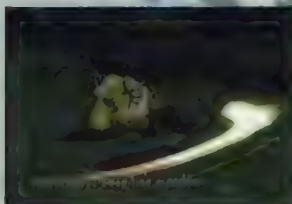
NOTES

Deals 50% more damage than a standard attack and occasionally paralyses an enemy for 5-8 turns.



42
One enemy
2
Yes

HATCHET MAN

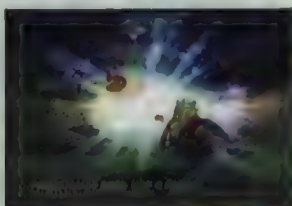


DESCRIPTION

An unpredictable attack that can slay an enemy with a single blow... if it connects.

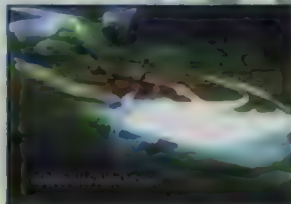
NOTES

This attack misses around 50% of the time, but usually scores a critical hit when successful. Very effective against metal enemies.



19
One enemy
3
Yes

AXES OF EVIL

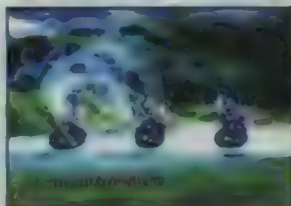


DESCRIPTION

Generates a vortex from your axe blade that chews into a group of enemies.

NOTES

Hits all enemies in a group from left to right. The first hit is slightly weaker than a normal attack and the damage lessens as the attack moves through the group.



54
Enemy group
0
Yes

EXECUTIONER

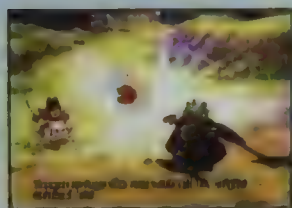


DESCRIPTION

A powerful roundhouse strike that fells an opponent in one blow if it hits.

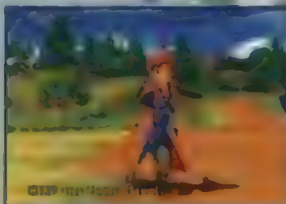
NOTES

Replaces Hatchet Man. This attack misses around 50% of the time, but always scores a critical hit when successful. Very effective against metal enemies.



66
One enemy
3
No

POWER THROW

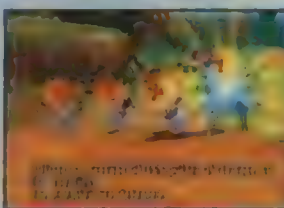


DESCRIPTION

A full-force throw that damages all enemies equally.

NOTES

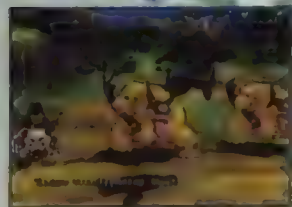
Does slightly less damage than a normal attack. Unlike normal boomerang attacks, the damage dealt by the boomerang does not lessen on each subsequent hit.



BOOMERANG

18
All enemies
4
Yes

TYPHOEUS' MAUL

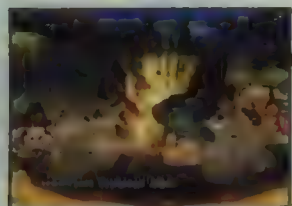


DESCRIPTION

An ancient axe technique that works wonders on monsters of the beast family.

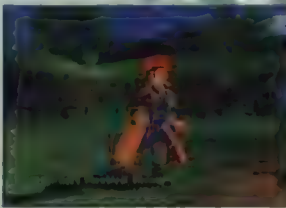
NOTES

Against most enemies, this causes 50% more damage than a normal attack. Against beast enemies, it does double the damage of a normal attack.



100
One enemy
6
Yes

FIREBIRD THROW



DESCRIPTION

Transforms your boomerang into a firebird that incinerates your enemies.

NOTES

Deals base fire damage of 36-44 points to all enemies. The damage does not lessen on each subsequent hit.

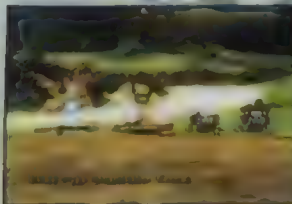


BOOMERANG

32
All enemies
6
Yes

BOOMERANG ABILITIES

CROSSCUTTER THROW



DESCRIPTION

Traces an X in the air as it ploughs into the enemy.

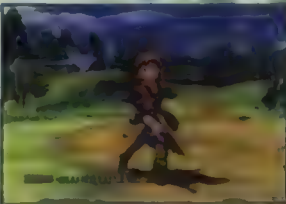
NOTES

Like a normal boomerang attack, except that the boomerang returns to hit the first enemy again. This added hit deals lower damage.



6
All enemies
2
Yes

SUPER THROW

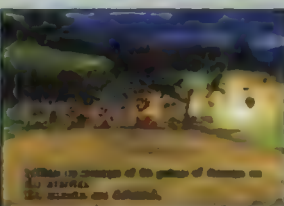


DESCRIPTION

A fearsome attack that uses all your strength to cause extreme damage to all foes.

NOTES

Replaces Power Throw. This does slightly more damage than a normal attack and the damage does not lessen on each subsequent hit.



BOOMERANG

52
All enemies
4
Yes

STARBURST THROW

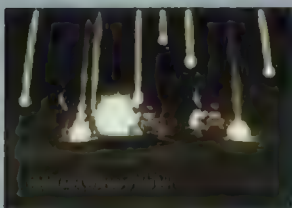


DESCRIPTION

Bathes all enemies in a shower of burning light.

NOTE

Deals base damage of 76-84 points to all enemies.



82
All enemies
8
Yes

CHERUB'S ARROW



DESCRIPTION

A secret bow technique that regenerates your own MP.

NOTE

Deals the same damage as a normal attack and regenerates user's MP by 1/16 of the damage dealt.



18
One enemy
0
Yes

GIGATHROW

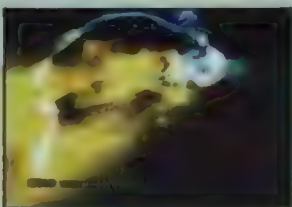


DESCRIPTION

Pulverises a single enemy with the force of a thunderbolt.

NOTE

Deals base damage of 145-177 points to a single target, and depending on the user's level, may deal up to 233-284 points of damage.



100
One enemy
15
Yes

NEEDLE SHOT

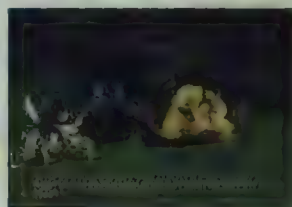


DESCRIPTION

Capable of felling an enemy instantaneously if a vital area is hit.

NOTE

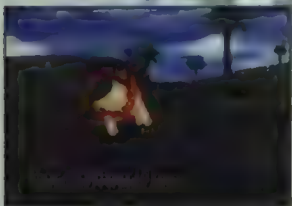
Has small chance of scoring a one-hit kill, but deals only 1 point of damage if that fails.



25
One enemy
1
No

BOW ABILITIES

SANDMAN'S ARROW

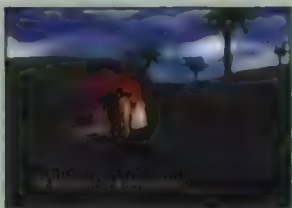


DESCRIPTION

A magical arrow capable of putting a single enemy to sleep.

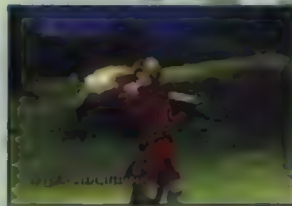
NOTE

Deals the same damage as a normal attack and may put an enemy to sleep for 2-5 turns. The success rate for putting enemies to sleep is the same as the Snooze spell.



6
One enemy
2
Yes

MULTISHOT



DESCRIPTION

A hail of blows directed randomly against one or more enemies.

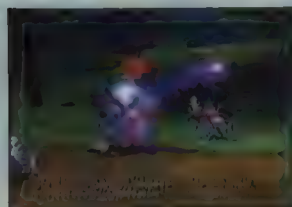
NOTE

Fires 3 to 4 arrows at randomly chosen targets. Each hit deals half the damage of a normal attack.



44
Random enemies
4
Yes

SERAPH'S ARROW



DESCRIPTION

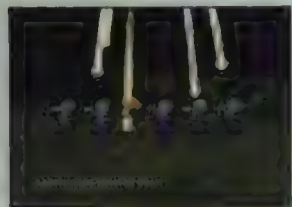
A secret technique that recovers even more MP than Cherub's Arrow.

NOTES

Replaces Cherub's Arrow. Deals same damage as a normal attack, and regenerates user's MP by 1/8 of the damage dealt.

66
One enemy
0
Yes

SHINING SHOT



DESCRIPTION

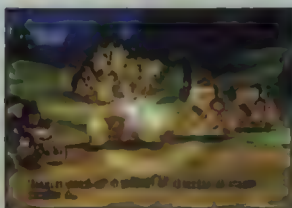
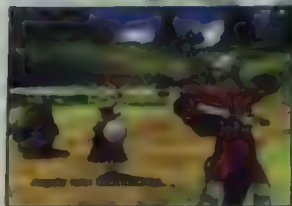
An arrow attack that bathes all enemies in a destructive magical light.

NOTES

Deals base damage of 116-124 points to all enemies.

88
All enemies
10
Yes

NEEDLE RAIN



DESCRIPTION

A rain of arrows that can occasionally obliterate all enemies in a single salvo.

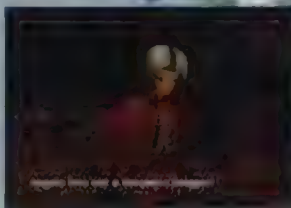
NOTE

Replaces Needle Shot. Fires 3 to 4 arrows at a single target. Each arrow has a small chance of scoring a one-hit kill, but deals only 1 point of damage if that fails.

100
One enemy
1
No

CHARISMA ABILITIES

SARCASTIC SNIGGER



DESCRIPTION

Reduces a single enemy's tension by one level.

NOTE

Lowers the tension of a single enemy by 1 level.

CHARISMA

13
One enemy
3
No

ANGEL EYES



DESCRIPTION

A powerful glance capable of paralysing a single enemy.

NOTES

Deals base damage of 15-28 points and may paralyse the target for 5-8 turns.

CHARISMA

19
One enemy
4
Yes

CHILLING CHUCKLE



DESCRIPTION

Reduces the tension of an entire group of enemies by a degree.

NOTE

Replaces Sarcastic Snigger. Lowers the tension of a group of enemies by 1 level each.

CHARISMA

52
Enemy group
3
No

Ability

CHARISMA

CHARMING LOOK

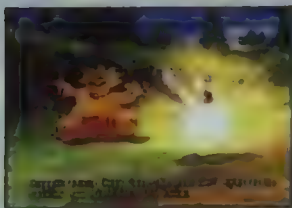


DESCRIPTION

A glance so powerfully captivating that it burns all enemies in its path.

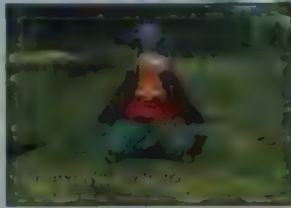
NOTE

Replaces Angel Eyes. Deals base damage of 65-85 points to all enemies and has a higher chance of paralyzing them for 5-8 turns.



81
All enemies
4
Yes

MONSTER MASHER



DESCRIPTION

A powerful smash that works wonders on monsters of the material family.

NOTE

Deals slightly more damage than a normal attack, and deals 50% more damage than a normal attack against material-type monsters.



32
One enemy
3
Yes

CLUB ABILITIES

HEART BREAKER

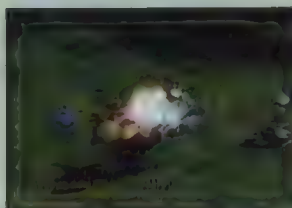


DESCRIPTION

An attack that occasionally causes the target to miss a turn.

NOTE

Deals the same damage as a normal attack, but may cause the target to lose its turn.



19
One enemy
2
Yes

MIND BREAKER



DESCRIPTION

A superior club attack that dominates foes and renders them unable to attack.

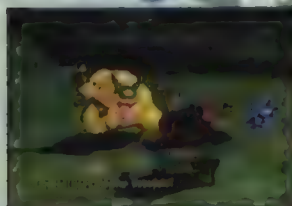
NOTE

Replaces Heart Breaker. Deals slightly more damage than a normal attack, and has a higher chance of causing the target to lose its turn.



71
One enemy
2
Yes

PENNY PINCHER

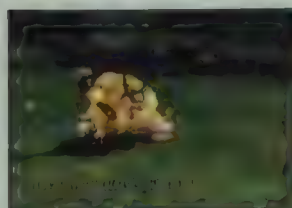


DESCRIPTION

A special technique that steals gold coins from an enemy.

NOTE

Deals the same damage as a normal attack and sometimes steals gold coins from the enemy. The amount is equal to 10% of the gold coins that monster drops. If the attack kills the monster, you cannot steal gold coins.



25
One enemy
2
Yes

GOLD RUSH



DESCRIPTION

A powerful strike that steals an opponent's gold coins as it inflicts damage.

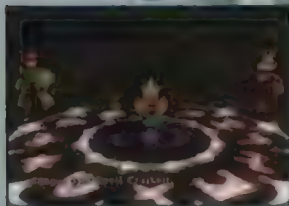
NOTE

Replaces Penny Pincher. Deals slightly more damage than a normal attack, and may steal 20% of the gold coins that monster drops. If the attack kills the monster, you cannot steal gold coins.



93
One enemy
2
Yes

DEVIL CRUSHER

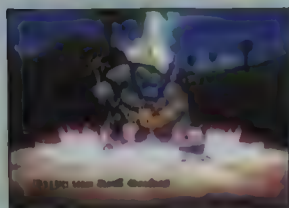


DESCRIPTION

An esoteric club technique effective on demon and material family members.

NOTE

Replaces Monster Masher. Deals slightly more damage than a normal attack, and deals double damage to demon or material-type monsters.



100
One enemy
5
Yes

DEFENDING CHAMPION



DESCRIPTION

A defensive ability that greatly reduces the damage inflicted by physical attacks.

NOTE

Throughout the turn, all physical damage dealt to character is reduced by 90%.



11
68
Self only
0
No

FISTICUFFS ABILITIES

STONES' THROW



DESCRIPTION

Hurls rocks at a single group of enemies.

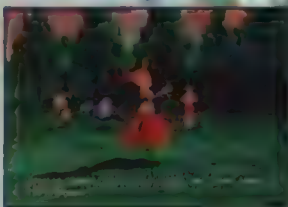
NOTE

Deals base damage of 8-20 points to a group of enemies.



17
19
Enemy group
0
Yes

HARVEST MOON

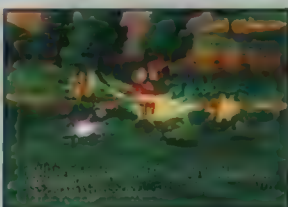


DESCRIPTION

Pummel all enemies with a chain of cartwheels and backflips

NOTE

Deals 50% more damage than a normal attack against a single foe, but the damage is distributed equally against multiple foes.



45
42
All enemies
6
Yes

KNUCKLE SANDWICH

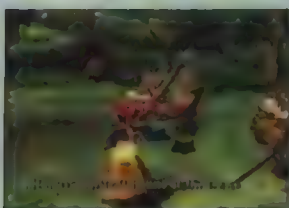


DESCRIPTION

A powerfully focused and damaging bare-fisted strike.

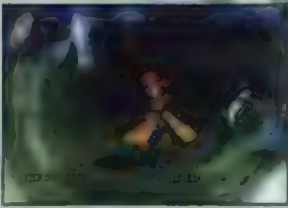
NOTE

Deals 50% more damage than a normal attack. This attack is not affected by tension and does not expend built-up tension



24
12
35
One enemy
2
No

THIN AIR

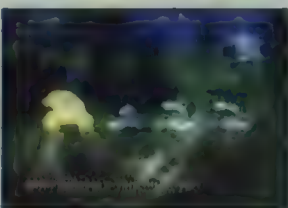


DESCRIPTION

Generates a powerful vacuum-vortex that slices all enemies to ribbons.

NOTE

Deals base damage of 39-48 points to all enemies, and depending on the user's level, may deal damage up to 108-152 points.



42
42
68
All enemies
2
Yes

MULTIFISTS

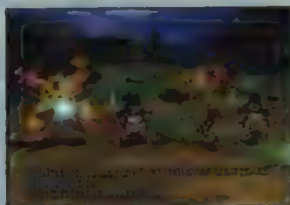


DESCRIPTION

A vicious four-hit strike on a random enemy.

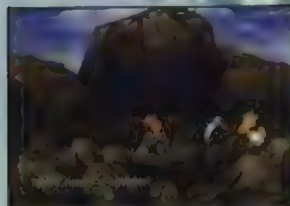
NOTES

Strikes against randomly chosen targets four times. Each hit deals 1/3 the damage of a normal attack.



70
60
Random enemies
0
Yes

BOULDER TOSS

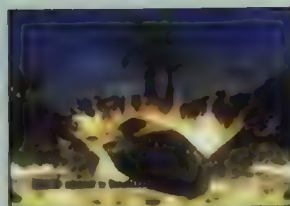


DESCRIPTION

Showers all enemies with enormous boulders.

NOTES

Deals base damage of 72-104 to all enemies.



82
100
All enemies
4
Yes

MIRACLE MOON



DESCRIPTION

A miraculous technique that punishes all enemies while regenerating your own HP.

NOTES

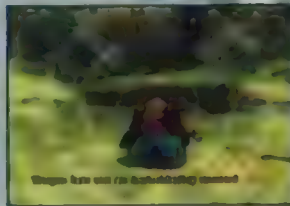
Replaces Harvest Moon. Deals twice the damage of a normal attack against a single foe, but the damage is distributed equally against multiple foes. Restores a portion of damage dealt as HP.



100
All enemies
6
Yes

HUMANITY ABILITIES

WARCRY

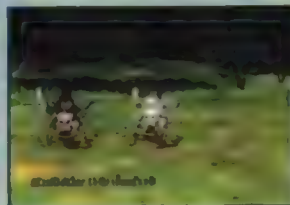


DESCRIPTION

A hideous battle cry that paralyzes a group of enemies with fear.

NOTES

Paralysis effect lasts only 1 turn.



22
Enemy group
0
No

UNDERPANTS DANCE



DESCRIPTION

Paralyzes all enemies with embarrassment.

NOTES

Paralysis effect lasts only 1 turn, but has a higher rate of success and affects all enemies.



55
All enemies
0
No

GOLDEN OLDIES

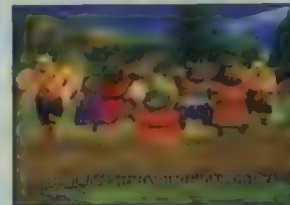


DESCRIPTION

A multi-hit battle royale from King Trode and friends.

NOTES

Deals base damage of 41-50 points to four random enemy targets, and depending on the user's level, may deal up to 107-151 points of damage.



100
Random enemies
15
No

KNIFE ABILITIES

TOXIC DAGGER



DESCRIPTION

A knife-fighting technique that envenomates a single enemy.

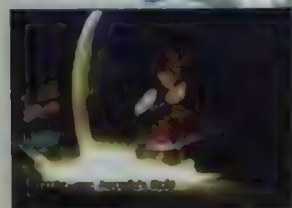
NOTES

Deals half the damage of a normal attack, but may poison the target.

	9
One enemy	
3	
Yes	



ASSASSIN'S STAB



DESCRIPTION

A fearsome technique that fells an opponent instantly by attacking their vital parts.

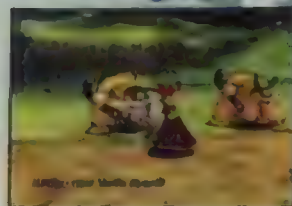
NOTES

Deals the same damage as a normal attack, and has a small chance of killing the enemy instantly.

	22
One enemy	
8	
Yes	



TOXIC SWORD



DESCRIPTION

A sword-fighting technique which envenomates an enemy with each strike.

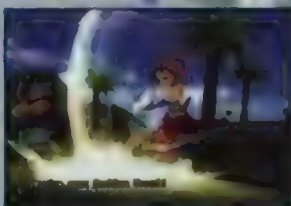
NOTES

Replaces Toxic Dagger. Does slightly more damage than a normal attack, and has a higher chance of poisoning the target.

	66
One enemy	
3	
Yes	



SUDDEN DEATH

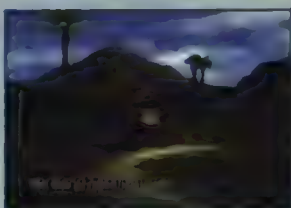


DESCRIPTION

A fatal flash that strikes down an enemy like a bolt out of the blue.

NOTES

Replaces Assassin's Stab. Deals 50% more damage than a normal attack and has a higher chance of killing the enemy instantly.



	100
One enemy	
8	
Yes	

SCYTHE ABILITIES

STEAL SICKLE



DESCRIPTION

Occasionally enables you to steal items from those you slash.

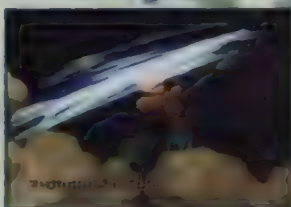
NOTES

Deals the same damage as a normal attack, and sometimes steals an item from the enemy. The odds of success vary by enemy, but are typically very low. If the attack kills the monster, you cannot steal an item.



	22
One enemy	
0	
Yes	

WIND SICKLES



DESCRIPTION

Sends a whirlwind of sickles pirouetting into the enemy.

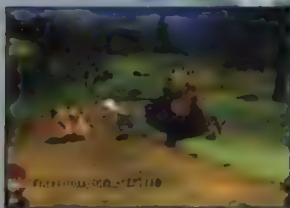
NOTES

Deals base damage of 29-40 points to a single target, and depending on the user's level, may deal up to 122-166 points of damage.



	32
One enemy	
0	
Yes	

GRIM REAPER

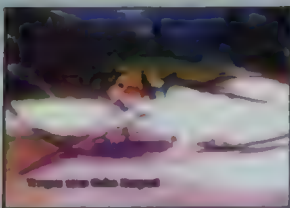


DESCRIPTION

A swing of Death's scythe that can instantly kill one or more foes in a group.

NOTES

Hits all enemies in a group from left to right. The first hit is slightly weaker than a normal attack and the damage lessens as the attack moves through the group. Occasionally kills foes instantly.



50
Enemy group
3
Yes

BIG BANCA

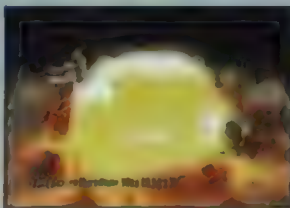


DESCRIPTION

An enormous explosion that consumes everything in its path.

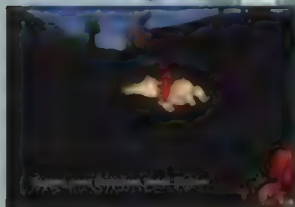
NOTES

Deals base damage of 175-225 points to all enemies, and depending on the user's level, may deal up to 300-400 points of damage.



100
All enemies
30
Yes

STAINLESS STEAL SICKLE



DESCRIPTION

An improved version of the Steal Sickle attack technique.

NOTES

Replaces Steal Sickle. Deals more damage than a regular attack and increases the odds of a successful theft (but the odds remain quite low). If the attack kills the monster, you cannot steal an item.



70
One enemy
0
Yes

BLOW KISS

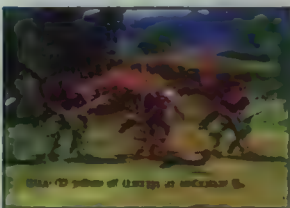


DESCRIPTION

A special kiss that can temporarily prevent enemies from attacking.

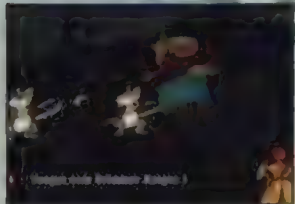
NOTE

Deals damage based on Jessica's base attack score, and may paralyse its target for a single turn.



8
One enemy
0
Yes

GRIMMER REAPER

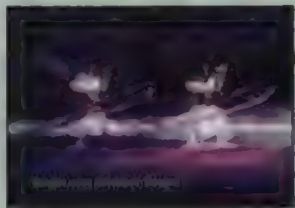


DESCRIPTION

The aura of Death incarnate annihilates the living and obliterates the undead.

NOTE

Replaces Grim Reaper. The attack now deals normal damage to the first target, and 50% more damage to zombie monsters.



90
Enemy group
3
Yes

PUFF-PUFF

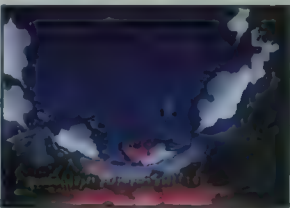


DESCRIPTION

Charms and excites an enemy into paralysed submission.

NOTE

May paralyse a foe for a single turn. Deals no damage.



38
One enemy
0
No

HIP DROP

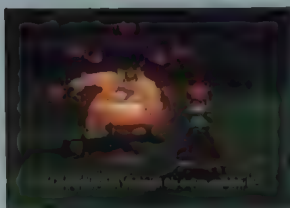


DESCRIPTION

Pelvic punishment! Curvaceous hips equal big damage

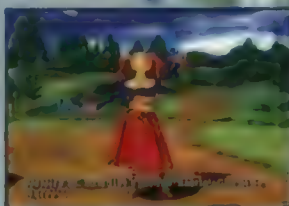
NOTES

Deals 50% more damage than a normal attack.



48
One enemy
0
Yes

HUSTLE DANCE

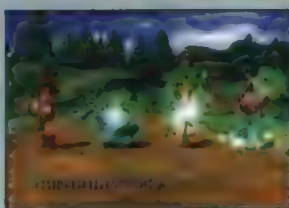


DESCRIPTION

Restores at least 70 HP to all party members.

NOTES

Restores 70-80 HP to each party member



100
All allies
0
Yes

SEXY BEAM

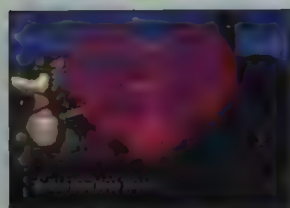


DESCRIPTION

Focus the power of passion into a beam that sows destruction and confusion.

NOTES

Deals base damage of 65-75 points to a single target, and may cause confusion for 5-8 turns.



54
One enemy
3
Yes

MERCURIAL THRUST



DESCRIPTION

A lightning-fast thrust

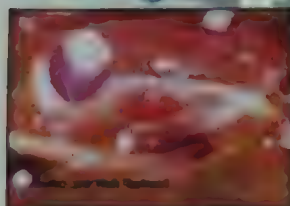
NOTES

This attack does slightly less damage than a normal attack, but strikes first in combat regardless of the user's agility.



7
One enemy
0
Yes

PINK TYPHOON

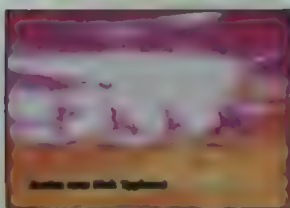


DESCRIPTION

A sudden typhoon that rips a group of enemies into ribbons.

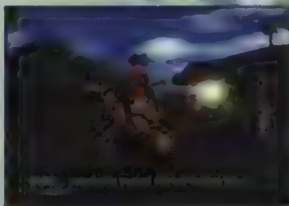
NOTES

Deals base damage of 76-84 points to a group of enemies



88
Enemy group
5
Yes

THUNDER THRUST

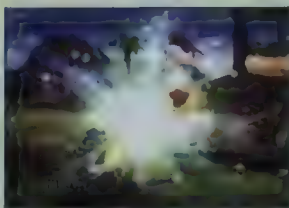


DESCRIPTION

Difficult to perform, but has a high chance of doing critical damage.

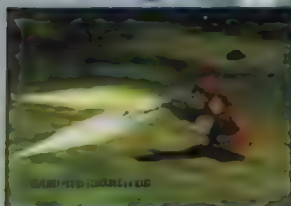
NOTES

This attack misses around 50% of the time, but usually scores a critical hit when successful. Very effective against metal enemies.



12
One enemy
3
Yes

MULTITHRUST

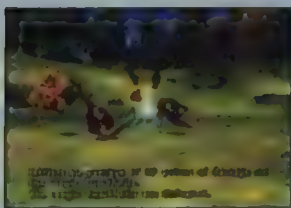



DESCRIPTION

A flurry of repeated thrusts that can pierce multiple enemies.

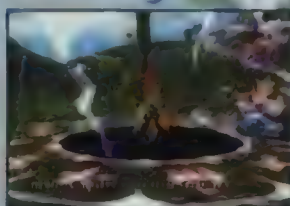
NOTES

Strikes against randomly chosen targets three or four times. Each hit deals half the damage of a normal attack.



	25
Random enemies	
4	
Yes	

LIGHTNING STORM

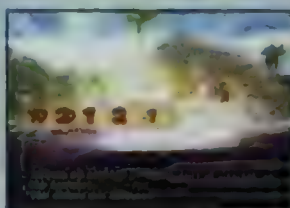



DESCRIPTION

Strikes down all enemies with mighty thunderbolts.

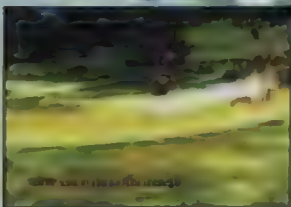
NOTES

Deals base damage of 190-220 points to all enemies.



	100
All enemies	
25	
Yes	

CLEAN SWEEP




DESCRIPTION

Drives back a group of enemies with a sweep of the spear.

NOTES

Hits all enemies in a group from left to right. The first hit is slightly weaker than a normal attack and the damage lessens as the attack moves through the group.



	45
Enemy group	
0	
Yes	

CADUCEUS

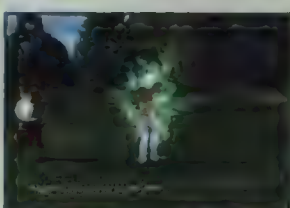


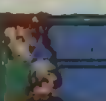
DESCRIPTION

A blessing from the heavens that restores a single party member's HP.

NOTES

Restores 75-95 HP to one ally.



	57
48	
One ally	
0	
Yes	

LIGHTNING THRUST

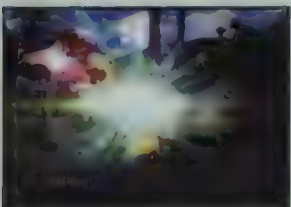



DESCRIPTION

Lands a critical hit when it connects.

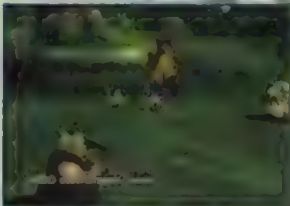
NOTES

Replaces Thunder Thrust. This attack misses around 50% of the time, but always scores a critical hit when successful. Very effective against metal enemies.



	59
One enemy	
3	
No	

DRAGON SLASH

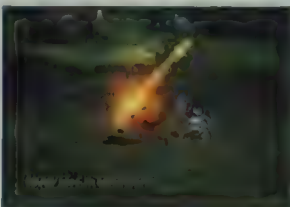



DESCRIPTION

An attack that causes heavy damage to dragons.

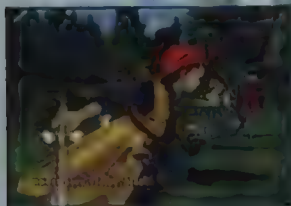
NOTES

Deals damage equal to a normal attack, and an additional 50% damage to monsters from the dragon family.



	9
One enemy	
0	
Yes	

FLAME SLASH

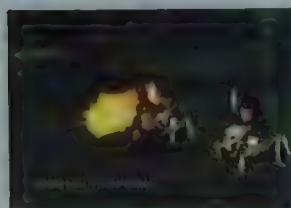


DESCRIPTION

Channels the power of a raging fire into the blade of your sword.

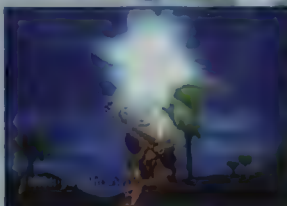
NOTE

Deals fire-based damage that is 50% stronger than a normal attack.



15
9
One enemy
0
Yes

MIRACLE SLASH



DESCRIPTION

A secret sword technique that heals your own wounds each time you strike a foe.

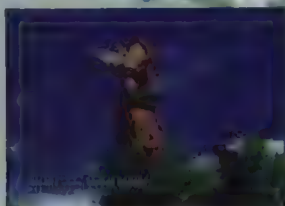
NOTE

Slightly more powerful than a regular attack, and restores HP to user equal to half the damage dealt.



82
66
One enemy
4
Yes

METAL SLASH

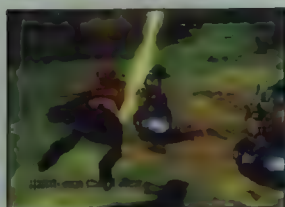


DESCRIPTION

An attack that can damage enemies with metal bodies.

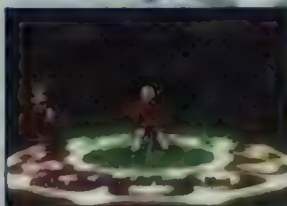
NOTE

Deals normal damage to most enemies, but always deals one or two points of damage to metal enemies. (Normal attacks deal 0 or one point.)



30
22
One enemy
0
Yes

LIGHTNING STORM

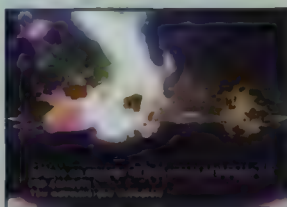


DESCRIPTION

Strikes down all enemies with mighty thunderbolts.

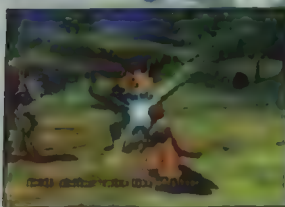
NOTE

Deals base damage of 190-220 points to all enemies.



100
All enemies
25
Yes

FALCON SLASH



DESCRIPTION

A double slicing attack, faster than a falcon on the wing.

NOTE

Attacks a single enemy twice. Each hit deals slightly less damage than a normal attack.



52
40
One enemy
0
Yes

GIGASLASH



DESCRIPTION

A legendary sword technique for cutting down a group of enemies.

NOTE

Deals base damage of 158-190 points to a group of enemies, and depending on the user's level, may deal up to 207-239 points of damage. Can be learned from mastering either Sword or Courage skill sets.



100
Enemy group
20
Yes

WHIP ABILITIES

WHIPLASH

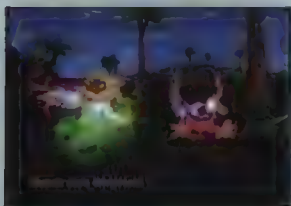


DESCRIPTION

A paralyzing crack of the whip.

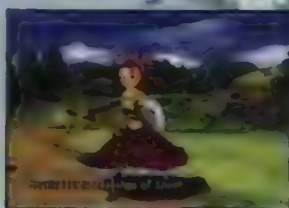
NOTES

Deals normal damage and occasionally paralyzes targets for 5 to 8 turns.



10
Enemy group
4
Yes

LASHINGS OF LOVE

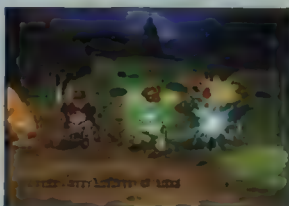


DESCRIPTION

Harness your inner passion to paralyze enemies.

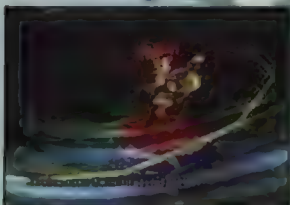
NOTES

Replaces Whiplash. Deals 50% more damage than a normal attack, and paralyzes targets more frequently.



55
Enemy group
4
Yes

TWIN DRAGON LASH



DESCRIPTION

A double-strike that lashes a random group of enemies.

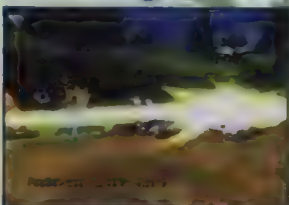
NOTES

Attacks twice, hitting two random enemies within the target group. Each hit deals more damage than a normal attack.



23
Random enemies
3
Yes

QUEEN'S THONG



DESCRIPTION

A fearsome attack that steals the HP of a group of enemies.

NOTES

Replaces Lady's Thong. Deals slightly more damage than a regular attack and user recovers 1/4 of the damage dealt to the first target in the group.



82
Enemy group
2
Yes

LADY'S THONG



DESCRIPTION

A secret whip technique that steals HP as it damages an enemy.

NOTES

Deals normal damage. User recovers HP equal to 1/8 the damage dealt to the first target in the group.



32
Enemy group
2
Yes

SERPENT'S BITE

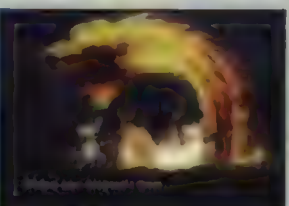


DESCRIPTION

A technique that transforms your whip into a snake that attacks a group of enemies.

NOTES

Deals 50% more damage than a normal attack. The amount of damage decreases as it goes down the line of enemies.



100
Enemy group
8
Yes

OTHER ABILITIES

CALL TEAM




DESCRIPTION

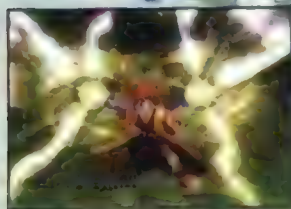
Call up your personal monster team.

NOTES

Summons one of your Monster Arena teams to replace all allies for three turns (duration may vary based on the monsters in your team). Each team can only be summoned once per fight.

	
	N/A
	10
	No

GIGAGASH




DESCRIPTION

The ultimate sword technique. Utterly destroys a group of enemies.

NOTES

Replaces Gigaslash after Hero masters both Courage and Sword skill sets. Deals base damage of 222-282 points to all enemies, and depending on the user's level, may deal up to 271-331 points of damage.

	100
	Enemy group
	20
	Yes



STRONG ANTIDOTE

Buy: N/A

Sell: 45

Description: Restores 50 or more HP to a single ally and cures the effects of poison.

Use: Combat or field

Function: Cures effects of poison and restores 50-100 HP to one ally.

Find: Argenta (chest)
Obtain: Truefang

Recipe to Make:

Strong antidote + medicinal herb + antidotal herb

Use in Recipes:

Special antidote + strong antidote + strong antidote

SPECIAL ANTIDOTE

Buy: N/A

Sell: 275

Description: Restores 100 or more HP to a single ally and cures the effects of poison.

Use: Combat or field

Function: Cures effects of poison and restores 100-200 HP to one ally.

Find: Maita's Cottage (pot), Kara's Embrace (chest)

Recipe to Make:

Special antidote + strong antidote + strong antidote

Special antidote + medicinal herb + antidotal herb + medicinal herb

Use in Recipes:

None

MOONWORT BULB

Buy: N/A

Sell: 15

Description: Cures the minor parts of the effects of paralysis.

Use: Combat only

Function: Cures effects of sleep + paralysis/minor status.

Buy: Asunder, Sweeth, Cuthbert, Barriat, Argente, Arcadia, Poddler's tent, Poddler's Place (after certain events)

Find: Alexandria (chest), Tower of Alexandria (barrel), Nares (pot)

Obtain: Laps, Bubble stone, Urakyma, Lightswimmer, Hellhound, Wroom wump, Lib, Soupspoon, Schrader, Dark shrikelet, Solans, Man o' war

Recipe to Make:

None

Use in Recipes:

Rose-wort + medicinal herb + medicinal herb + moonwort bulb

Rose-wort + strong medicine + moonwort bulb

Moon's mercy + moonwort bulb + moonwort bulb + moonwort bulb

Mythling mistle + medicinal herb + antidotal herb + moonwort bulb

ROSE-WORT

Buy: N/A

Sell: 40

Description: Restores 100 or more HP to a single ally and cures the effects of paralysis.

Use: Combat or field

Function: Cures effects of paralysis and restores 100-200 HP to one ally.

Find: Mero Grotto (pot)

Recipe to Make:

Rose-wort + medicinal herb + medicinal herb + moonwort bulb

Rose-wort + strong medicine + moonwort bulb

Use in Recipes:

Greater panacea + lesser panacea + rose root + rose-wort

MOON'S MERCY

Buy: N/A

Sell: 500

Description: Restores 100 or more HP to a single ally and cures the effects of paralysis.

Use: Combat or field

Function: Cures effects of paralysis and restores 100-200 HP to one ally.

Obtain: Lunestone, spfina, Hellhopper

Recipe to Make:

Moon's mercy + moonwort bulb + moonwort bulb + moonwort bulb

Use in Recipes:

Moon ore + golden ore + moon's mercy

LESSER PANACEA

Buy: N/A

Sell: 550

Description: Fully restores the HP of a single ally and cures the effects of poisons and paralysis.

Use: Combat or field

Function: Fully restores poisons and minor status and restores HP to one ally.

Find: Vengeance of Tiberius (chest), Nanted/Vined (chest), Arcadia (pot)

Recipe to Make:

Lesser panacea + special medicine + special medicine

Use in Recipes:

Greater panacea + lesser panacea + rose root + rose-wort

GREATER PANACEA

Buy: N/A

Sell: 400

Description: Fully restores the HP of a single ally and cures a variety of minor poisons/statuses.

Use: Combat or field

Function: Cures effects of poison, paralysis, sleep and status and restores all HP to one ally.

Obtain: Arkham only

Recipe to Make:

Greater panacea + special medicine + special medicine + special medicine

Greater panacea + lesser panacea + moonwort + moonwort

Use in Recipes:

None

YGGDRASIL LEAF

Buy: 1000

Sell: 500

Description: A single leaf that restores a single ally's HP.

Use: Combat or field

Function: Restores 210 ally with 500 HP.

Buy: Argenta

Find: Lepus' tablet (pot), Argenta (chest), Blizzard Peaks (chest), Pity's Cradle (chest)

Obtain: Treed, Dark marabout

Recipe to Make:

None

Use in Recipes:

Staff of resurrection + Yggdrasil leaf + rune staff + the teacher

Yggdrasil dew + Yggdrasil leaf + magic water

Premium mould + oil mould + waterweed mould + Yggdrasil leaf

YGGDRASIL DEW

Buy: N/A

Sell: 175

Description: Fully restores the HP of a single ally.

Use: Combat or field

Function: Restores 210 ally with 500 HP.

Find: Incan castle (chest), Vengeance of Arcadia (chest), Vengeance of Arcadia (chest), Vengeance of Arcadia (chest)

Obtain: Sage, rurestone, Magabach

Recipe to Make:

Yggdrasil dew + Yggdrasil leaf + magic water

Use in Recipes:

Village elder + Yggdrasil dew + magic water

Sage's nature + gold nugget + mushroom + Yggdrasil dew

Angel cheese + fresh milk + premium mould + Yggdrasil dew

BAUMREN'S BELL

2007-2008
2008-2009



Description: 1.0000 x 1.0000 x 1.0000
1.0000 x 1.0000 x 1.0000

Use Control of Field

Exclusion: Persons who are
on heat or other active therapy in
January. Do not drop out who used
the device in January.

Received: Chien-Wei Lin

Recipe to Make

Use in Recipes.

Use in Recipes.

Use in Recipes.

None

SAGE'S STONE

Buy 100	
Sell 100	



DESCRIPTION: DESIGNER, 1900 OR UNDER
USE IN THE ENTIRE PARTY WHEN USED IN
AN ORDER OF 10000

Use: Combat: 100%

WORLDWIDE: 1-800-4-A-RENTAL

Find: 15th Century (c.1400)

Recipe 12.12

[illegible]

PAGE

1

SPICY CHEESE

Call 29



... ..
... ..

USE: Internal only

Musée de la Ville de Paris
Paris - France

Find: 201100

Recipe 13.5

1947: 1947 - 1948 - 1949 - 1950 - 1951 - 1952 - 1953 - 1954 - 1955 - 1956 - 1957 - 1958 - 1959 - 1960 - 1961 - 1962 - 1963 - 1964 - 1965 - 1966 - 1967 - 1968 - 1969 - 1970 - 1971 - 1972 - 1973 - 1974 - 1975 - 1976 - 1977 - 1978 - 1979 - 1980 - 1981 - 1982 - 1983 - 1984 - 1985 - 1986 - 1987 - 1988 - 1989 - 1990 - 1991 - 1992 - 1993 - 1994 - 1995 - 1996 - 1997 - 1998 - 1999 - 2000 - 2001 - 2002 - 2003 - 2004 - 2005 - 2006 - 2007 - 2008 - 2009 - 2010 - 2011 - 2012 - 2013 - 2014 - 2015 - 2016 - 2017 - 2018 - 2019 - 2020 - 2021 - 2022 - 2023 - 2024 - 2025 - 2026 - 2027 - 2028 - 2029 - 2030 - 2031 - 2032 - 2033 - 2034 - 2035 - 2036 - 2037 - 2038 - 2039 - 2040 - 2041 - 2042 - 2043 - 2044 - 2045 - 2046 - 2047 - 2048 - 2049 - 2050 - 2051 - 2052 - 2053 - 2054 - 2055 - 2056 - 2057 - 2058 - 2059 - 2060 - 2061 - 2062 - 2063 - 2064 - 2065 - 2066 - 2067 - 2068 - 2069 - 2070 - 2071 - 2072 - 2073 - 2074 - 2075 - 2076 - 2077 - 2078 - 2079 - 2080 - 2081 - 2082 - 2083 - 2084 - 2085 - 2086 - 2087 - 2088 - 2089 - 2090 - 2091 - 2092 - 2093 - 2094 - 2095 - 2096 - 2097 - 2098 - 2099 - 2100 - 2101 - 2102 - 2103 - 2104 - 2105 - 2106 - 2107 - 2108 - 2109 - 2110 - 2111 - 2112 - 2113 - 2114 - 2115 - 2116 - 2117 - 2118 - 2119 - 2120 - 2121 - 2122 - 2123 - 2124 - 2125 - 2126 - 2127 - 2128 - 2129 - 2130 - 2131 - 2132 - 2133 - 2134 - 2135 - 2136 - 2137 - 2138 - 2139 - 2140 - 2141 - 2142 - 2143 - 2144 - 2145 - 2146 - 2147 - 2148 - 2149 - 2150 - 2151 - 2152 - 2153 - 2154 - 2155 - 2156 - 2157 - 2158 - 2159 - 2160 - 2161 - 2162 - 2163 - 2164 - 2165 - 2166 - 2167 - 2168 - 2169 - 2170 - 2171 - 2172 - 2173 - 2174 - 2175 - 2176 - 2177 - 2178 - 2179 - 2180 - 2181 - 2182 - 2183 - 2184 - 2185 - 2186 - 2187 - 2188 - 2189 - 2190 - 2191 - 2192 - 2193 - 2194 - 2195 - 2196 - 2197 - 2198 - 2199 - 2200 - 2201 - 2202 - 2203 - 2204 - 2205 - 2206 - 2207 - 2208 - 2209 - 2210 - 2211 - 2212 - 2213 - 2214 - 2215 - 2216 - 2217 - 2218 - 2219 - 2220 - 2221 - 2222 - 2223 - 2224 - 2225 - 2226 - 2227 - 2228 - 2229 - 2230 - 2231 - 2232 - 2233 - 2234 - 2235 - 2236 - 2237 - 2238 - 2239 - 2240 - 2241 - 2242 - 2243 - 2244 - 2245 - 2246 - 2247 - 2248 - 2249 - 2250 - 2251 - 2252 - 2253 - 2254 - 2255 - 2256 - 2257 - 2258 - 2259 - 2260 - 2261 - 2262 - 2263 - 2264 - 2265 - 2266 - 2267 - 2268 - 2269 - 2270 - 2271 - 2272 - 2273 - 2274 - 2275 - 2276 - 2277 - 2278 - 2279 - 2280 - 2281 - 2282 - 2283 - 2284 - 2285 - 2286 - 2287 - 2288 - 2289 - 2290 - 2291 - 2292 - 2293 - 2294 - 2295 - 2296 - 2297 - 2298 - 2299 - 2300 - 2301 - 2302 - 2303 - 2304 - 2305 - 2306 - 2307 - 2308 - 2309 - 2310 - 2311 - 2312 - 2313 - 2314 - 2315 - 2316 - 2317 - 2318 - 2319 - 2320 - 2321 - 2322 - 2323 - 2324 - 2325 - 2326 - 2327 - 2328 - 2329 - 2330 - 2331 - 2332 - 2333 - 2334 - 2335 - 2336 - 2337 - 2338 - 2339 - 2340 - 2341 - 2342 - 2343 - 2344 - 2345 - 2346 - 2347 - 2348 - 2349 - 2350 - 2351 - 2352 - 2353 - 2354 - 2355 - 2356 - 2357 - 2358 - 2359 - 2360 - 2361 - 2362 - 2363 - 2364 - 2365 - 2366 - 2367 - 2368 - 2369 - 2370 - 2371 - 2372 - 2373 - 2374 - 2375 - 2376 - 2377 - 2378 - 2379 - 2380 - 2381 - 2382 - 2383 - 2384 - 2385 - 2386 - 2387 - 2388 - 2389 - 2390 - 2391 - 2392 - 2393 - 2394 - 2395 - 2396 - 2397 - 2398 - 2399 - 2400 - 2401 - 2402 - 2403 - 2404 - 2405 - 2406 - 2407 - 2408 - 2409 - 2410 - 2411 - 2412 - 2413 - 2414 - 2415 - 2416 - 2417 - 2418 - 2419 - 2420 - 2421 - 2422 - 2423 - 2424 - 2425 - 2426 - 2427 - 2428 - 2429 - 2430 - 2431 - 2432 - 2433 - 2434 - 2435 - 2436 - 2437 - 2438 - 2439 - 2440 - 2441 - 2442 - 2443 - 2444 - 2445 - 2446 - 2447 - 2448 - 2449 - 2450 - 2451 - 2452 - 2453 - 2454 - 2455 - 2456 - 2457 - 2458 - 2459 - 2460 - 2461 - 2462 - 2463 - 2464 - 2465 - 2466 - 2467 - 2468 - 2469 - 2470 - 2471 - 2472 - 2473 - 2474 - 2475 - 2476 - 2477 - 2478 - 2479 - 2480 - 2481 - 2482 - 2483 - 2484 - 2485 - 2486 - 2487 - 2488 - 2489 - 2490 - 2491 - 2492 - 2493 - 2494 - 2495 - 2496 - 2497 - 2498 - 2499 - 2500 - 2501 - 2502 - 2503 - 2504 - 2505 - 2506 - 2507 - 2508 - 2509 - 2510 - 2511 - 2512 - 2513 - 2514 - 2515 - 2516 - 2517 - 2518 - 2519 - 2520 - 2521 - 2522 - 2523 - 2524 - 2525 - 2526 - 2527 - 2528 - 2529 - 2530 - 2531 - 2532 - 2533 - 2534 - 2535 - 2536 - 2537 - 2538 - 2539 - 2540 - 2541 - 2542 - 2543 - 2544 - 2545 - 2546 - 2547 - 2548 - 2549 - 2550 - 2551 - 2552 - 2553 - 2554 - 2555 - 2556 - 2557 - 2558 - 2559 - 2560 - 2561 - 2562 - 2563 - 2564 - 2565 - 2566 - 2567 - 2568 - 2569 - 2570 - 2571 - 2572 - 2573 - 2574 - 2575 - 2576 - 2577 - 2578 - 2579 - 2580 - 2581 - 2582 - 2583 - 2584 - 2585 - 2586 - 2587 - 2588 - 2589 - 2590 - 2591 - 2592 - 2593 - 2594 - 2595 - 2596 - 2597 - 2598 - 2599 - 2600 - 2601 - 2602 - 2603 - 2604 - 2605 - 2606 - 2607 - 2608 - 2609 - 2610 - 2611 - 2612 - 2613 - 2614 - 2615 - 2616 - 2617 - 2618 - 2619 - 2620 - 2621 - 2622 - 2623 - 2624 - 2625 - 2626 - 2627 - 26

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(Faint handwritten notes at the bottom of the page)

Super Spicy Cheese Buy: 75A Sell: 400

Description: One of Munchie's favorites. Really, really spicy cheese.

Use: Combat only

Function: When fed to Munchie, Munchie deals 65-85 fire-based damage to all enemies.

Find: Lattudeen Grove, chest

Recipe to Make:
super spicy cheese = spicy cheese + rock salt
super spicy cheese = spicy cheese + red mould + red mould

Use in Recipes:
scorching cheese = super spicy cheese + premium mould + dragon dung
highly strung cheese = super spicy cheese + cold cheese + rock salt

Scorching Cheese Buy: 75A Sell: 450

Description: One of Munchie's favorites. Spicy at best.

Use: Combat only

Function: When fed to Munchie, Munchie deals 150-170 fire-based damage to all enemies.

Obtain: Acherny only

Recipe to Make:
scorching cheese = super spicy cheese + premium mould + dragon dung

Use in Recipes:
flam cheese = scorching cheese + cold cheese

Cool Cheese Buy: 75A Sell: 400

Description: One of Munchie's favorites. Truly cold cheese.

Use: Combat only

Function: When fed to Munchie, Munchie deals 10-15 ice-based damage to all enemies.

Find: Lattudeen Grove, Argus spot

Obtain: Imp, Argman, Demander

Recipe to Make:
cool cheese = goat cheese + waterweed mould

Use in Recipes:
chilly cheese = cool cheese + waterweed mould

Chilly Cheese Buy: 75A Sell: 400

Description: One of Munchie's favorites. Chilly cheese that's a little spicy.

Use: Combat only

Function: When fed to Munchie, Munchie deals 50-60 fire-based damage to all enemies.

Find: Urabi, rabbit

Obtain: Dead rager, Frostborn, Abomage

Recipe to Make:
chilly cheese = cold cheese + waterweed mould

Use in Recipes:
cold cheese = chilly cheese + waterweed mould + waterweed mould

Cold Cheese Buy: 75A Sell: 550

Description: One of Munchie's favorites. Freezing cold cheese.

Use: Combat only

Function: When fed to Munchie, Munchie deals 120-140 ice-based damage to all enemies.

Find: Last Labyrinth, pet

Recipe to Make:
cold cheese = chilly cheese + waterweed mould + waterweed mould

Use in Recipes:
hard as black = hard as steel + ice salt + cold cheese
ice cold cheese = cold cheese + premium mould + dragon dung
highly strung cheese = super spicy cheese + cold cheese + rock salt

C-C-Cold Cheese Buy: 75A Sell: 1400

Description: One of Munchie's favorites. With that stuffing in it, even that ice cold as we waterweed can.

Use: Combat only

Function: When fed to Munchie, Munchie deals 200-230 ice-based damage to all enemies.

Obtain: Acherny only

Recipe to Make:
c-c-cold cheese = cold cheese + premium mould + dragon dung

Use in Recipes:
flam cheese = scorching cheese + c-c-cold cheese

Mild Cheese Buy: 50A Sell: 400

Description: One of Munchie's favorites. Cheese with healing properties.

Use: Combat only

Function: When fed to Munchie, Munchie restores 10-20 HP to all allies.

Received: Waterfal Hut

Recipe to Make:
mild cheese = plain cheese + antiseptic ointment

Use in Recipes:
None

Cured Cheese Buy: 75A Sell: 600

Description: One of Munchie's favorites. Delicious cheese which makes the whole party feel better.

Use: Combat only

Function: When fed to Munchie, Munchie restores 100-120 HP to all allies.

Received: Waterfal Hut

Find: Black Citadel (barrel)

Recipe to Make:
cured cheese = peach milk + premium mould + antiseptic ointment

Use in Recipes:
Power shield = magic shield + strengthening + cured cheese

Angel Cheese Buy: 50A Sell: 400

Description: One of Munchie's favorites. Blessed by an angel.

Use: Combat only

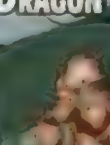
Function: When fed to Munchie, Munchie party begins a sanctuary (buffs, heals, etc.)

Find: Unknown, spot

Received: Waterfal Hut

Recipe to Make:
angel cheese = peach milk + premium mould + eggplant slices

Use in Recipes:
None



Buy 100

Sell 50

Description: A stinky piled dragon manure

Use: Alchemy pot

From: Magma Wyrm

Buy! 100000

Find: Aqueduct (Barren), Dragon Graveyard (Bog), Golem's Lye (Chert), Desert (chest)

Obtain: Magma Wyrm, Freeze By, Beetle Buzz Dragon, Bobong



Recipe to Make:

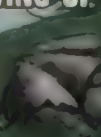
None


Use in Recipes:

Scorching Cheese = water spicy cheese + premium mould + dragon dung

Cold Cold Cheese = cold cheese + premium mould + dragon dung

 <h1>SAINT'S ASHES</h1>		May 12/2002 Sell: 0000
		Description: Saint's ashes. Dark ash used to purify certain subjects.
Used At: Healing pot		Location: Recipe ingredient
Buy: Unknown		
Trade Token: BALANCE (S000)		
Received: Monster Arena Prize (R001 C)		
Finds: Dark Ruins (chest) Dark Gargoyles (tymph school) Black Citadel (tomb) Unknown (bag)		
Obtain: Unknown (monster) Dark moth Dark gargoyle Dark skeleton Submarine (water)		
Recipe to Make: None		
Use in Recipes: <ul style="list-style-type: none"> Antidote (potion) = 1000000 + 2000 + 1000 Blue double whip = 1000000000000 + 1000000000 + 10000000 Double whip = 1000000000000 + 1000000000 Orange whip = 1000000000000 + 1000000000 Purple whip = 1000000000000 + 1000000000 Red whip = 1000000000000 + 1000000000 Yellow whip = 1000000000000 + 1000000000 White whip = 1000000000000 + 1000000000 Black whip = 1000000000000 + 1000000000 Green whip = 1000000000000 + 1000000000 Blue whip = 1000000000000 + 1000000000 Red whip = 1000000000000 + 1000000000 Yellow whip = 1000000000000 + 1000000000 White whip = 1000000000000 + 1000000000 Black whip = 1000000000000 + 1000000000 Green whip = 1000000000000 + 1000000000 Blue whip = 1000000000000 + 1000000000 Red whip = 1000000000000 + 1000000000 Yellow whip = 1000000000000 + 1000000000 White whip = 1000000000000 + 1000000000 Black whip = 1000000000000 + 1000000000 Green whip = 1000000000000 + 1000000000 Blue whip = 1000000000000 + 1000000000 Red whip = 1000000000000 + 1000000000 Yellow whip = 1000000000000 + 1000000000 White whip = 1000000000000 + 1000000000 Black whip = 1000000000000 + 1000000000 Green whip = 1000000000000 + 1000000000 Blue whip = 1000000000000 + 1000000000 Red whip = 1000000000000 + 1000000000 Yellow whip = 1000000000000 + 1000000000 White whip = 1000000000000 + 1000000000 Black whip = 1000000000000 + 1000000000 Green whip = 1000000000000 + 1000000000 Blue whip = 1000000000000 + 1000000000 Red whip = 1000000000000 + 1000000000 Yellow whip = 1000000000000 + 1000000000 White whip = 1000000000000 + 1000000000 Black whip = 1000000000000 + 1000000000 Green whip = 1000000000000 + 1000000000 Blue whip = 1000000000000 + 1000000000 Red whip = 1000000000000 + 1000000000 Yellow whip = 1000000000000 + 1000000000 White whip = 1000000000000 + 1000000000 Black whip = 1000000000000 + 1000000000 Green whip = 1000000000000 + 1000000000 Blue whip = 1000000000000 + 1000000000 Red whip = 1000000000000 + 1000000000 Yellow whip = 1000000000000 + 1000000000 White whip = 1000000000000 + 1000000000 Black whip = 1000000000000 + 1000000000 Green whip = 1000000000000 + 1000000000 Blue whip = 1000000000000 + 1000000000 Red whip = 1000000000000 + 1000000000 Yellow whip = 1000000000000 + 1000000000 White whip = 1000000000000 + 1000000000 Black whip = 1000000000000 + 1000000000 Green whip = 1000000000000 + 1000000000 Blue whip = 1000000000000 + 1000000000 Red whip = 1000000000000 + 1000000000 Yellow whip = 1000000000000 + 1000000000 White whip = 1000000000000 + 1000000000 Black whip = 1000000000000 + 1000000000 Green whip = 1000000000000 + 1000000000 Blue whip = 1000000000000 + 1000000000 Red whip = 1000000000000 + 1000000000 Yellow whip = 1000000000000 + 1000000000 White whip = 1000000000000 + 1000000000 Black whip = 1000000000000 + 1000000000 Green whip = 1000000000000 + 1000000000 Blue whip = 1000000000000 + 1000000000 Red whip = 1000000000000 + 1000000000 Yellow whip = 1000000000000 + 1000000000 White whip = 1000000000000 + 1000000000 Black whip = 1000000000000 + 1000000000 Green whip = 1000000000000 + 1000000000 Blue whip = 1000000000000 + 1000000000 Red whip = 1000000000000 + 1000000000 Yellow whip = 1000000000000 + 1000000000 White whip = 1000000000000 + 1000000000 Black whip = 1000000000000 + 1000000000 Green whip = 1000000000000 + 1000000000 Blue whip = 1000000000000 + 1000000000 Red whip = 1000000000000 + 1000000000 Yellow whip = 1000000000000 + 1000000000 White whip = 1000000000000 + 1000000000 Black whip = 1000000000000 + 1000000000 Green whip = 1000000000000 + 1000000000 Blue whip = 1000000000000 + 1000000000 Red whip = 1000000000000 + 1000000000 Yellow whip = 1000000000000 + 1000000000 White whip = 1000000000000 + 1000000000 Black whip = 1000000000000 + 1000000000 Green whip = 1000000000000 + 1000000000 Blue whip = 1000000000000 + 1000000000 Red whip = 1000000000000 + 1000000000 Yellow whip = 1000000000000 + 1000000000 White whip = 1000000000000 + 1000000000 Black whip = 1000000000000 + 1000000000 Green whip = 1000000000000 + 1000000000 Blue whip = 1000000000000 + 1000000000 Red whip = 1000000000000 + 1000000000 Yellow whip = 10000000000		

	WING OF BAT	May 1964 Soft 10
	Description: The wing of a bat used in alchemy.	
	Use: Alchemy pot	
	Location: Recipe ingredient	
Find: Graces, pot.		
Obtain: Drachynia, Fat bat, Merendimen, Hagfish, Knight, erumpent, Finkal, hester, Shade, Dark condor		
Recipe by: Mabe		
Name:		
Use in Recipes:		
Fallen angel's paper = holy silver paper + devil's tail + wing of bat Razor wing bouquet = edged bouquet + wing of bat Dark robe = cloak of mystery + devil's tail + wing of bat Chimeric wing = wing of bat + wing of bat Mystifying matter = holy paper + wing of bat + crystal		



MAGIC BEAST HIDE

Buy 16 A

Sell 30

Description: sturdy hide obtained from an aggressive animal

Use: All types of

Ingredients: Arrogant ingredients

Fied: Tundra Castle Ward

Obtain: Nothing, Dwarves, Fat hat, Iron Hammer, Great Sabre, Vampire Jack, Snake, Dragon, Mithril, Frost, Iron

Recipe to Make:

None

Use in Recipes:

Leather armor = mylar's clothes + magic beast hide



Leather suit = boxer shorts + magic beast hide


Leather dress = dancer's costume + magic beast hide

Butt patch = magic beast hide + magic beast hide

Leather shield = pot lid + magic beast hide

Shield of bristles = sun mask + knight gary tunic + magic beast hide

	<div> <div>  RENNET POWDER </div> <div> <div>Weight</div> <div>10</div> </div> <div> <div>Sell</div> <div>5</div> </div> </div>
	<div> <div>Description</div> <div>A powder used to turn milk into cheese</div> </div>
	<div> <div>Use</div> <div>Alchemy pot</div> </div>
	<div> <div>Recipe</div> <div>Recipe ingredient</div> </div>
<div> <div>Drop</div> <div>Asanthe, Argemone, Aspidochelone, Basil, Cardamom, Clove, Dill, Fennel, Garlic, Ginger, Lemon, Licorice, Marjoram, Mint, Mustard, Nutmeg, Onion, Parsley, Peppercorn, Rosemary, Sage, Saffron, Sesame, Turmeric, Vanilla, Yarrow</div> </div>	
<div> <div>Find</div> <div>Asanthe (pot), Peppermint (pot), Basil (barrel), Argemone (2x pot), Cardamom (2x barrel), Aspidochelone (pot)</div> </div>	
<div> <div>Obtain</div> <div>Guest mod, Japan, Deshmoth, Pink ponga, Shade, Miller mod, Golden, Dark mod, Whitecote</div> </div>	
<div> <div>Recipe to Make</div> <div>Milk</div> </div>	
<div> <div>Use in Recipes</div> <div> <div>Stain cheese = fresh milk + rennet powder</div> <div>Soft cheese = fresh milk + rennet powder + rock salt</div> </div> </div>	



Buy: N/A

Sell: 5

Constitution: 1 (elemental)

Use: 400000000

Function: 1 (single)

Find: Trudastash (spot), Argoma (mine), Arkash (1 barrel),
 Pride's Cave (spot), Impytha (spot), Dark Impytha (spot), Black
 Cinder (barrel), Ordurum (spot)

Obtain: Mod runner (spot), Rockbomb, Bet, Same guardian

Recipe to Make:

None

Use in Recipes:

Only water + acid (to remove) + rock salt

Hard cheese + plain cheese + rock salt

Soft cheese + fresh milk + nutras powder + rock salt

Tightly string cheese + super spicy cheese + mild cheese + rock salt

	Buy in:
	Sell to:
	Description: Fresh cow milk Straight from the udder!
	Use: Alchemy pot
	Function: Recipe ingredients

Buy: Anyland during the harvest
Find: Field (cow), Barnyard (barren), Butcher (pet), Anyland (barrel), Imperial pet (dark imperial), pet (Unimover) (2x pet)
Obtain: Lagan Muffin and Bobong

Recipe to Make:
None

Use in Recipes:
White cheese = light shield + fresh milk + fresh milk Laging bull/bale = mytilid bale + fresh milk + compact Plain cheese = fresh milk + rennet powder Vanilla cheese = fresh milk + premium liquid + amon seed/stem/seed Anged cheese = fresh milk + premium liquid + Tigris/den Soft cheese = fresh milk + rennet powder + rose salt



Day: 21

Sold: 15

Buy: Purses, Men's Cuffs, Aprons, dung, plain, baran

Find: Aviantha (barb), Pukhuu (barb), Saath (man's cloth), (pot), (egg), (pot)

Obtain: Gunst (barb), Maphoon (man), Liner, Papkar, Hepar, Wale, wind, Lump, Daman, Maphoon (man), Lesser demon, Magic dumbbell, Blood mummy, Buffle (egg)

Description: Action of mould with a fiery red color.

Use: Alchemy pot

function: Recipe synthesis

Recipe to Make:

None

Use in Recipes:

spicy cheese = plain cheese + red mould

super spicy cheese = spicy cheese + red mould + red mould

Premium mould = red mould + *asteroid* mould + *tegral* seed

[illegible]

PREMIUM MOULD

Buy: N/A
Sell: 100

Description: A special cream mould, very difficult to obtain.

Use:Alchemy pot

Function: Recipe ingredient

Buy: Unknown

Find: Own Emporium (pot), Tryon Cully (barrel), Black Citadel (pot), Unknown (bag)
Obtain: Boss troll

Recipe to Make:

Premium mould = red mould + waterweed mould + eggplant leaf

Use in Recipes:

Scorching cheese = super spicy cheese + premium mould + dragon dung

Cold cheese = cold cheese + premium mould + dragon dung

Cured cheese = fresh milk + premium mould + amor seco essence

Anged cheese = fresh milk + premium mould + eggplant dew

NOOK GRASS

Buy: N/A
Sell: 100

Description: A very precious herb that must be obtained with other ingredients before it is used.

Use:Alchemy pot

Function: Recipe ingredient

Received: Unknown, Master Cottage

Find: Unknown (bag)

Obtain: Helgaspawn

Recipe to Make:

None

Use in Recipes:

Crimson robe = sage's robe + magic water + nook grass

Super spicy cheese = spicy cheese + nook grass

MINI-MEDAL

Buy: N/A
Sell: N/A

Description: A tiny medal, rather insignificant, you can exchange them with Princess Alexia for prizes.

Use: Exchange with Princess Alexia for prizes

Function: Only these to Princess Alexia for rewards

Find: See your quests part of it is strategy guide for detailed versions

Recipe to Make:

None

Use in Recipes:

None

ITEMS

IMMEDIATE
AND OTHER
ITEMS

COPPER MONSTER COIN

Buy: N/A
Sell: 100

Description: A copper coin dropped by special monsters when defeated. Can be sold for money.

Use: Can be sold for money

Function: Can be sold at any shop

Obtain: Take from certain infamous monsters

Recipe to Make:

None

Use in Recipes:

None

SILVER MONSTER COIN

Buy: N/A
Sell: 100

Description: A silver coin dropped by special monsters when defeated. Can be sold for money.

Use: Can be sold for money

Function: Can be sold at any shop

Obtain: Take from certain infamous monsters

Recipe to Make:

None

Use in Recipes:

None

GOLD MONSTER COIN

Buy: N/A
Sell: 100

Description: A gold coin dropped by special monsters when defeated. Can be sold for money.

Use: Can be sold for money

Function: Can be sold at any shop

Obtain: Take from certain infamous monsters

Recipe to Make:

None

Use in Recipes:

None

THIEF'S KEY

Buy: N/A
Sell: N/A

Description: A special treasure chest key.

Use: Can open locked treasure chests

Function: Unlocks and opens treasure chests

Obtain: Alchemy only

Recipe to Make:

Thief's key = bronze knife + iron nail

Use in Recipes:

Fantasia = bottle-de + thief's key

MAGIC KEY

Buy: N/A
Sell: N/A

Description: A special treasure chest key.

Use: Open all treasure chests

Function: Unlocks all locked treasure chests

Find: (random) late chests

Recipe to Make:

None

Use in Recipes:

None

ULTIMATE KEY

Buy: N/A
Sell: N/A

Description: A special treasure chest key.

Use: Opens any treasure chest and door

Function: Unlocks all locked doors and treasure chests

Received: Master Cottage

Recipe to Make:

None

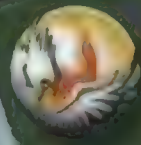
Use in Recipes:

None

IMPORTANT ITEMS



GODBIRD'S SOULSTONE



Description: A soul gem that allows the party to fly freely through the skies.

Function: Use in bird areas to fly.

Received: Dark Godbird's Lyr.

CRYSTAL BALL



Description: The future riding ball thrown into the void by Madetasha.

Function: Broken this to find the future.

Received: Madetasha's Corp.

TOOL BAG



Description: A tool bag left behind by the man who lives atop the waterfall.

Function: Return this to its owner for a reward.

Find: Waterbury Region (waterfall).

JESSICA'S LETTER

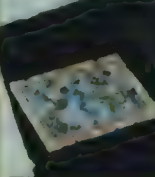


Description: A letter to her family and friends, written by Jessica.

Function: Reveal Jessica's plans.

Find: Alessandria (castle).

WORLD MAP

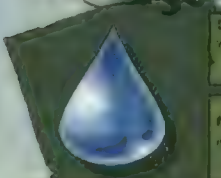


Description: A large, detailed map of the world.

Function: Can be viewed in field mode.

Received: Madetasha.

VENUS' TEAR

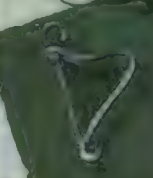


Description: A memento of Venus's sorrowful youth.

Function: Is demanded by her in exchange for something important.

Find: Swordmaster's Labyrinth (chest).

MOONSHADOW HARP



Description: A powerful instrument capable of calling forth a mysterious phantom voice.

Function: Bring this to someone capable of playing it.

Received: Vain's heir.

SAND OF SERENITY



Description: A phylid mysterious powder received from Iela.

Function: Use this on a phantom object.

Received: Chikara's son.

LIZARD HUMOUR

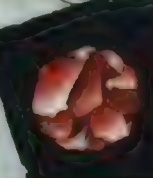


Description: A memento of a lizard used to dispense the object of human freedom.

Function: Use this before entering King's Hunting Ground.

Received: Argonia.

ARGON HEART

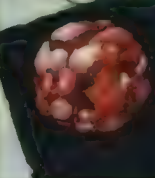


Description: A crimson-colored gemstone obtained by defeating an Argon Heart.

Function: Proof of a prince's valor.

Obtain: Royal Hunting Ground.

GREAT BIG ARGON HEART

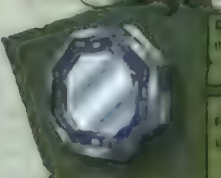


Description: A crimson-colored gemstone obtained through the party's quest work on the Royal Hunting Ground.

Function: Proof of a prince's valor.

Obtain: Royal Hunting Ground.

MAGIC MIRROR

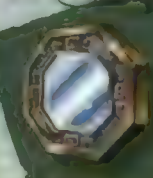


Description: A magical treasure of the kingdom of Argonia.

Function: Must be restored through some process to the sun mirror.

Find: Argonia (castle).

SUN MIRROR

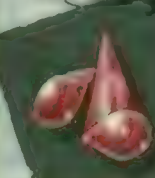


Description: The sun mirror, restored to its true form by the power of the sea dragon.

Function: Set this on the pedestal at the Dark Ruin.

Obtain: Achieve by restoring the magic mirror.

KRAN SPINELS

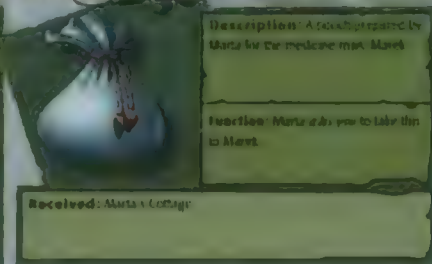
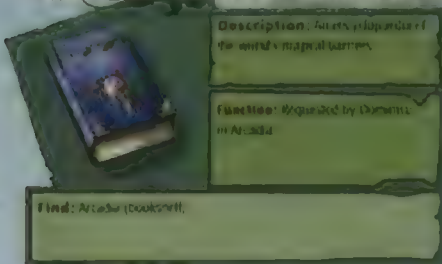


Description: A pair of precious gemstones that were once the eyes of the statue of Alexander.

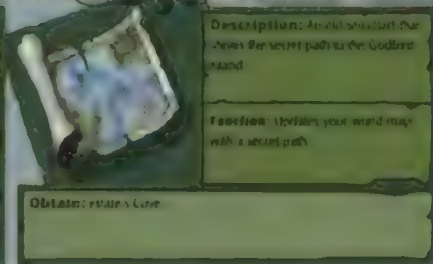
Function: Required by Alexander in Alessandria.

Find: Tower of Alexander (statue).

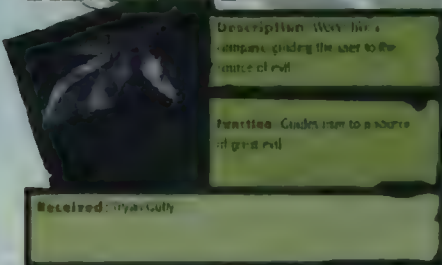
"THE BIG BOOK OF BARRIERS" MARTA'S BAG



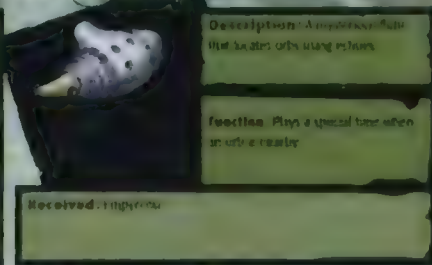
ILLUMINATED SEA CHART



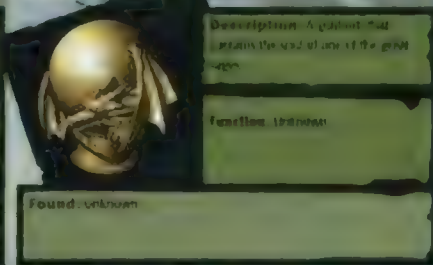
DARKTREE LEAF



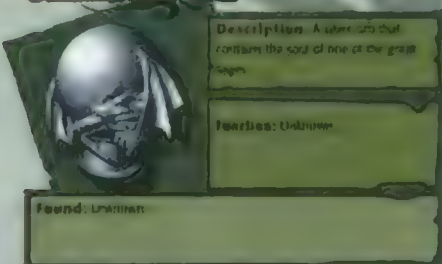
ECHO FLUTE



GOLD ORB



SILVER ORB



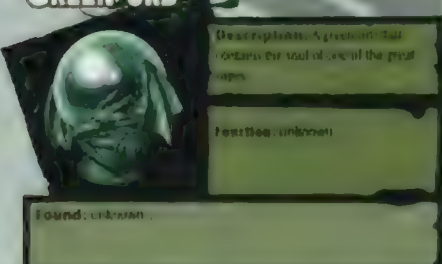
RED ORB



BLUE ORB



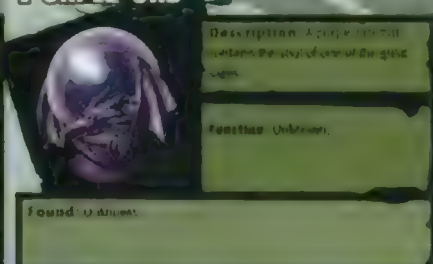
GREEN ORB



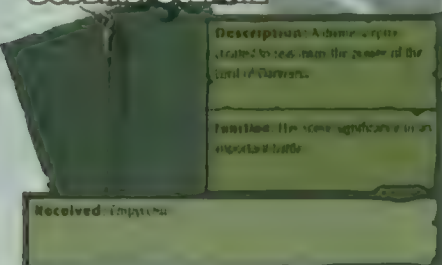
YELLOW ORB



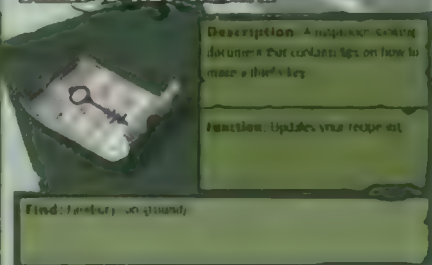
PURPLE ORB



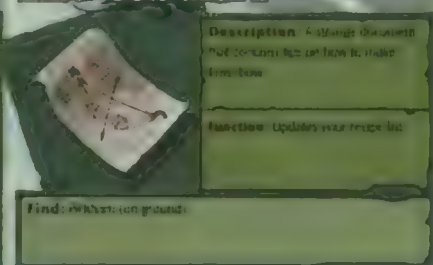
GODBIRD SCEPTRE



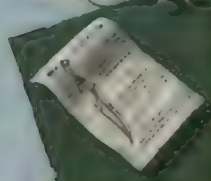
THIEF'S KEY RECIPE



EROS' BOW RECIPE



IMP KNIFE RECIPE



Description: A strange document that contains tips on how to make an imp knife.

Function: Updates your recipe list.

Find: Trodén Castle (on ground).

DRAGON SLAYER RECIPE



Description: A document containing instructions on how to create a dragonbane sword.

Function: Updates your recipe list.

Find: Savella Cathedral (on ground).

MORRIE'S MEMO #1



Description: A strange note containing information about a monster Morrie is seeking.

Function: Contains hint for quest.

Received: Monster Arena.

MORRIE'S MEMO #2



Description: A strange note containing information about a monster Morrie is seeking.

Function: Contains hint for quest.

Received: Monster Arena.

MORRIE'S MEMO #3

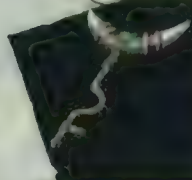


Description: A strange note containing information about a monster Morrie is seeking.

Function: Contains hint for quest.

Received: Monster Arena.

MONSTER ARENA KEY



Description: A key that allows you to enter the Monster Arena.

Function: Unlocks Monster Arena's entrance.

Received: Monster Arena.



ARMAMENTS



Each character can equip four armaments at once: armour, a shield, a helm, and an accessory. Basic armour provides most of the defensive boost, plus many types of armour have special properties that provide resistance to certain spells or improve the wearer's ability to dodge. Shields and helms provide a lesser defensive boost, although they too may have special defensive properties.

Accessories do all sorts of things. They may boost defence, but they're just as likely to boost attack, agility, or even wisdom stats. With many accessories, the stat boost pales in comparison to the special effect, which may restore HP or provide immunities to certain effects. Other accessories have little use as stat boosters, existing primarily as ingredients to create other items.

ITEMS

ARMOUR

ARMOUR

DAUGHTER'S BUSTIER

Buy: 1000
Sell: 2500



Description: Via, it understand where the danger comes from when Jessica wears it. (Status)

Defence: 1

Equipped by: Jessica

Special: Changes Jessica's appearance

Given: From Princess Minnie (95 medals)

Find: Unknown (chest)

Recipe to Make:

None

Use in Recipes:

Daughter's bustier + daughter's bustier + shimmering dress

JESSICA'S OUTFIT

Buy: 1000
Sell: 60



Description: Jessica's clothing from her time in Alexandria.

Defence: 1

Equipped by: Jessica

Special: Changes Jessica's appearance

Find: Alexandria (cabinet)

Recipe to Make:

None

Use in Recipes:

None

PLAIN CLOTHES

Buy: 10
Sell: 15



Description: An unremarkable garment made of cotton.

Defence: 4

Equipped by: Hero, Yungus, Jessica, Angelo

Special: None

Given: Hero's starting equipment

Buy: Fairbury (item shop)

Find: Fairbury (25 cabinet), Alexandria (cabinet)

Obtain: Yungus, Rag n' Raugh

Recipe to Make:

None

Use in Recipes:

Wayfarer's clothes + plain clothes + plain clothes

BANDIT'S GRASS SKIRT

Buy: 15
Sell: 10



Description: A tough grass skirt of the kind preferred by Yungus.

Defence: 5

Equipped by: Yungus

Special: None

Given: Yungus's starting equipment

Buy: Fairbury

Find: Ruined Abbey (cabinet)

Obtain: Candy Cat, Dancing Rame, See-un-ah

Recipe to Make:

None

Use in Recipes:

Boxer shorts + bandit's grass skirt + bandana
Ming's shirt + magical mace + bandit's grass skirt + magical hat
Bandit's shirt + bandit's axe + bandit's grass skirt + heavy armour

WAYFARER'S CLOTHES

Buy: 10
Sell: 35



Description: Sturdy hemp garment, favoured by wanderers across the world.

Defence: 7

Equipped by: Hero, Yungus, Jessica, Angelo

Special: None

Given: Jessica's starting equipment

Buy: Fairbury

Find: Alexandria (cabinet), Argonia (cabinet)

Obtain: Salye, Fengonghs, Tzu-sambar

Recipe to Make:

Wayfarer's clothes + plain clothes + plain clothes

Use in Recipes:

Leather armour + wayfarer's clothes + magic beast hide
Simple tunic + wayfarer's clothes + 3x plain shield
Mystic mail + wayfarer's clothes + chain vest

BOXER SHORTS

Buy: 1000
Sell: 10



Description: Unkissable underparts of the sort often worn by men in their halcyon years.

Defence: 9

Equipped by: Yungus

Special: None

Find: Fairbury (Argonia chest), M'Kham (cage)

Obtain: Dancing Devil, Caged capes

Recipe to Make:

Boxer shorts + bandit's grass skirt + bandana

Use in Recipes:

Leather shirt + boxer shorts + magic beast hide
Robe of ceremony + boxer shorts + robe of vision

SILK ROBE



Description: A high-quality garment woven from pure silk.

Defence: 10

Equipped by: Jessica, Angela

Special: None

Buy: Perregin Quay

Find: Riverside Cottage (cabinet)

Obtain: Puppetmaster, Braden bowyer

Recipe to Make:

None

Use in Recipes:

None

Buy: 120

Sell: 210

LEATHER ARMOUR



Description: Lightweight armour made of leather.

Defence: 11

Equipped by: Hito, Angela

Special: None

Buy: Farebury

Obtain: Mum

Recipe to Make:

Leather armour = wayfarer's clothes + magic beast hide

Use in Recipes:

Scale armour = leather armour + dragon scale

Buy: 160

Sell: 150

LEATHER KILT



Description: A sturdy kilt fashioned from animal hide.

Defence: 12

Equipped by: Yungus

Special: None

Buy: Alexandria, Port Prospect

Find: Perregin Quay (gate)

Obtain: Pan paper

Recipe to Make:

Leather kilt = boxer shorts + magic beast hide
Leather kilt = leather whip + bandana

Use in Recipes:

Leather belt = leather kilt + strength ring

Buy: 200

Sell: 150

TEMPLAR'S UNIFORM



Description: The official uniform of the Templar Knights, whose sworn duty is to protect the church.

Defence: 13

Equipped by: Angela

Special: None

Given: Angela's starting equipment

Obtain: Skeleton

Recipe to Make:

Templar's uniform = wayfarer's clothes + Templar's shield

Use in Recipes:

Templar's shield = Templar's uniform + iron shield

Buy: 240

Sell: 275

LEATHER DRESS



Description: A sturdy suit of leather armour made for female adventurers.

Defence: 15

Equipped by: Jessica

Special: None

Buy: Alexandria

Find: Arcadia (cabinet)

Recipe to Make:

Leather dress = dancer's costume + magic beast hide

Use in Recipes:

None

Buy: 380

Sell: 190

SCALE ARMOUR



Description: A suit of armour fashioned from numerous hard scales.

Defence: 17

Equipped by: Hito, Angela

Special: None

Buy: Alexandria, Port Prospect, Perregin Quay

Obtain: Heligor, Darkodder, Merman, Ripide

Recipe to Make:

Scale armour = leather armour + dragon scale

Use in Recipes:

None

Buy: 560

Sell: 275

CHAIN MAIL



Description: A comfortable and lightweight suit of armour constructed from innumerable metal links.

Defence: 20

Equipped by: Yungus

Special: None

Buy: Perregin Quay, Samastan

Find: Kingdom of Arcadia (shed), Peabham (cabinet)

Obtain: Walking corpse

Recipe to Make:

Chain mail = wayfarer's clothes + chain whip

Use in Recipes:

Brass armour = chain mail + bronze shield

Buy: 100

Sell: 250

LEATHER CAPE



Description: A sturdy cape made of leather.

Defence: 22

Equipped by: Angela

Special: None

Buy: Peabham, West Trosen Church

Find: Argonia (cabinet)

Obtain: Hood, Phantom fencer, Top devil, Volpune, Dark monster, Dark seedling, Gubathan

Recipe to Make: None

Use in Recipes:

None

Buy: 110

Sell: 150

DANCER'S COSTUME



Description: A conservative outfit for professional dancers.

Defence: 25

Equipped by: Jessica

Special: Changes Jessica's appearance.

Buy: Melkara, Melkara

Find: Baccarat (cabinet)

Obtain: Puppetmaster, Squid loo

Recipe to Make:

None

Use in Recipes:

Leather dress = dancer's costume + magic beast hide
Dancer's mask = dancer's costume + silver mask

Buy: 160

Sell: 650

BRONZE ARMOUR

Buy: 400
Sell: 400



Description: A lot of armor fashioned from forged bronze plates.

Defence: 24

Equipped by: Hero

Special: None

Buy: Asgardia Prison

Recipe to Make:

Bronze armour = chain mail + bronze shield

Use in Recipes:

None

IRON CUIRASS

Buy: 500
Sell: 500



Description: Iron armor that only covers the wearer's chest.

Defence: 25

Equipped by: Yungis

Special: None

Buy: Asgardia

Obtain: Man rover, Robertson, Kilgus machine, Bulkyope

Recipe to Make:

Iron cuirass = iron shield + iron shield

Use in Recipes:

Silver cuirass + iron cuirass + silver button + silver plate

FUR PONCHO

Buy: N/A
Sell: 1500



Description: A heavy fur garment capable of reducing damage from fire and ice-based attacks by 20 percent.

Defence: 29

Equipped by: Yungis

Special: Damage from fire- and ice-based attacks is reduced by 20.

Find: Shipyard, Ashbury

Recipe to Make:

Fur poncho = magic beast hide + magic beast hide

Use in Recipes:

Fur hood + fur poncho + feathered cap

CLOAK OF EVASION

Buy: 1000
Sell: 1500



Description: A magical cloak that makes it easier to dodge enemy attacks.

Defence: 29

Equipped by: Ivesia, Angelin

Special: Increases ability to dodge enemy attacks.

Buy: Padden's Tent, Asgardia, Padden in Neoskator, certain events.

Find: Argusia (Islet), Asgardia (cabinets)

Obtain: Hefogout

Recipe to Make:

None

Use in Recipes:

Robe of serenity + boxer shorts + cloak of evasion
Dark robe + cloak of evasion + devil's tail + wing cloth

IRON ARMOUR

Buy: 1000
Sell: 900



Description: Heavy and sturdy iron armor.

Defence: 12

Equipped by: Hero, Yungis

Special: None

Buy: Blackport

Find: Uncharted Island west of Marfa Abbey (chest)

Obtain: Padden's armour, Infernal armour, Aet

Recipe to Make:

None

Use in Recipes:

None

ROBE OF SERENITY

Buy: N/A
Sell: 500



Description: A robe that reduces damage suffered when the wearer is sleeping.

Defence: 54

Equipped by: Ivesia

Special: Reduces damage dealt to wearer by half when sleeping.

Obtain: Asgardia, only

Recipe to Make:

Robe of serenity = boxer shorts + cloak of evasion

Use in Recipes:

None

TURTLE SHELL

Buy: 1,500
Sell: 1100



Description: A large tortoise shell worn as plate armor that is broken only 100 times before it shatters.

Defence: 57

Equipped by: Yungis

Special: None

Buy: Padden's Tent, red line, Asgardia (after certain events)

Obtain: Bob, Crayzee

Recipe to Make:

None

Use in Recipes:

None

BUNNY SUIT

Buy: N/A
Sell: 1775



Description: A charming and seductive outfit worn by professional bunny girls.

Defence: 58

Equipped by: Jessica

Special: Changes Jessica's appearance when worn with bunny ears and bunny stockings.

Given: Melissa, Angela (Puzzle Room 1)

Recipe to Make:

Bunny suit = silk bustier + bunny tail

Use in Recipes:

None

FULL-PLATE ARMOUR

Buy: 1,500
Sell: 1150



Description: Armor made from forged steel plates that cover the wearer's completely.

Defence: 59

Equipped by: Hero

Special: None

Buy: Asgardia (after certain events)

Recipe to Make:

None

Use in Recipes:

Magic armour + full plate armour + prayer ring + rusted protection

MAGIC VESTMENT

Buy: 400
Sell: 2200



Description: An enchanted garment that reduces damage from spells by 25.

Defence: 39

Equipped by: Jessica, Angelo

Special: Damage from Freeze, Stun, Crack, Bang, and Woosh-type spells is reduced by 25.

Buy: Argosia, Savella, Catandax

Find: Arcadia (chest)

Obtain: Helen, prism4, Night quest

Recipe to Make:
None

Use in Recipes:
Sage's robe + magic vestment + scholar's cap

ZOMBIE MAIL

Buy: N/A
Sell: 250



Description: Inflated armor surrounded by an air of danger.

Defence: 42

Equipped by: Angelo

Special: Curses wearer when equipped, deals damage to wearer when wearer walks in field and dangerous areas.

Find: hardwood hill (chest)

Obtain: (dark) Adahan

Recipe to Make:

Zombie mail = zombiefur + silver mail
Zombie mail = platinum mail + devil's tail

Use in Recipes:

Platinum mail + zombie mail + sage's ashes

SILVER CUIRASS

Buy: 1200
Sell: 600



Description: Silver armour that covers the wearer's chest.

Defence: 44

Equipped by: Targia

Special: None

Buy: 1200

Recipe to Make:

Silver cuirass = iron cuirass + silver plating + silver plating

Use in Recipes:
None

SILK BUSTIER

Buy: 100
Sell: 250



Description: A high-quality bustier made of silk.

Defence: 44

Equipped by: Jessica

Special: None

Buy: Argosia (during other certain)

Recipe to Make:
None

Use in Recipes:
Rumy tail + silk bustier + bunny tail

SPANGLED DRESS

Buy: N/A
Sell: 250



Description: A childhood memory of a fortunate woman about 30 years.

Defence: 46

Equipped by: Jessica

Special: None

Token Trade: Baccarat + MGC Adress

Find: Baccarat (cabinet)

Obtain: (warming) register, Unhappy birthday

Recipe to Make:
None

Use in Recipes:
James bag dress + spangled dress + gold bracelet + ruby of protection

POSH WAISTCOAT

Buy: N/A
Sell: 500



Description: A stylish, high-quality vest that raises its wearer's defence.

Defence: 48

Equipped by: Angelo

Special: None

Given: From Princess Minnie (15 medals)

Recipe to Make:
None

Use in Recipes:
None

SILVER MAIL

Buy: 400
Sell: 1600



Description: Silver armour that reduces damage from enemy spells by 20 points.

Defence: 50

Equipped by: Hero, Angelo

Special: Damage from Freeze, Stun, Crack, Bang, and Woosh-type spells is reduced by 20.

Buy: Argosia, Savella, Catandax

Recipe to Make:
None

Use in Recipes:
Namen's mail + dancer's costume + silver mail
Zombie mail + zombiefur + silver mail
Dragon mail + silver mail + dragon scale + dragon scale
Mystic armour + silver mail + mystic dust + mystic shield

MAGIC BIKINI

Buy: 1000
Sell: 600



Description: An enchanted bikini that reduces damage from enemy spells by 15 points.

Defence: 50

Equipped by: Jessica

Special: Changes Jessica's appearance when worn. Damage from Freeze, Stun, and Bang-type spells is reduced by 15.

Buy: Arcadia

Recipe to Make:
None

Use in Recipes:
None

HEAVY ARMOUR

Buy: 1800
Sell: 2500



Description: Thick armour that reduces damage from fire and ice fires by 15 points.

Defence: 52

Equipped by: Targia

Special: Damage from fire- and ice-based spells is reduced by 15.

Buy: Argosia (during other battle)

Obtain: Lethal armour

Recipe to Make:
None

Use in Recipes:
Silver mail + bandage + bandage + silver mail + heavy armour

SAGE'S ROBE

Buy: 500A
Sell: 11,000



Description: A magical robe that reduces damage from spells by 15 points.

Defence: 55

Equipped by: Angelo

Special: Damage from Frizz, Sizz, Crack, and Bang-type spells is reduced by 25.

Find: Lord High Priest's Residence (cabinet)

Recipe to Make:

Sage's robe = magic vestment + scholar's cap

Use in Recipes:

Common robe = Sage's robe + magic water + nook grass

MAGICAL SKIRT

Buy: 700A
Sell: 15,550



Description: An enchanted skirt that reduces damage from enemy spells by 2/3.

Defence: 55

Equipped by: Jessica

Special: Damage from Frizz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 3/3.

Obtain: Alchemy only

Recipe to Make:

Magical skirt = magical mace + band's grass skirt + magical hat

Use in Recipes:

Angel's robe = magical skirt + flowing dress

MAGIC ARMOUR

Buy: 670C
Sell: 17,750



Description: An enchanted armour that reduces damage from enemy spells by 15 points.

Defence: 55

Equipped by: Hemi, Angelo

Special: Damage from Frizz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 15.

Buy: Argonia (during after-bazaar), Ataria

Obtain: Body pillow

Recipe to Make:

Magic armour = full plate armour + prayer ring + ruby of protection

Use in Recipes:

Special armour = edged boomerang + magic armour

DANCER'S MAIL

Buy: 500A
Sell: 8,000



Description: A protective mail that increases the wearer's ability to dodge enemy attacks.

Defence: 57

Equipped by: Angelo

Special: Increases ability to dodge enemy attacks

Obtain: Alchemy only

Recipe to Make:

Dancer's mail = dancer's costume + silver mail

Use in Recipes:

None

FLOWING DRESS

Buy: 14,000A
Sell: 74,000



Description: A sacred dress that reduces damage from fire- and ice-based spells by 1/3.

Defence: 59

Equipped by: Jessica

Special: Damage from fire- and ice-based attacks is reduced by 1/3.

Buy: Iguan Lusty

Recipe to Make:

None

Use in Recipes:

Angel's robe = magical skirt + flowing dress

DRAGON MAIL

Buy: 12,000A
Sell: 6,000



Description: A sacred mail that reduces damage from fire- and ice-based spells by 1/3.

Defence: 60

Equipped by: Hemi, Yagun

Special: Damage from fire- and ice-based attacks is reduced by 20.

Buy: LARUSA

Recipe to Make:

Dragon mail = silver mail + dragon scale + dragon scale

Use in Recipes:

None

VELVET CAPE

Buy: 4400
Sell: 5300



Description: A durable cape made of velvet.

Defence: 40

Equipped by: Angelo

Special: None

Buy: Okkusa

Obtain: Heavy bow, Unkoly, Bishop

Recipe to Make:

None

Use in Recipes:

None

SHIMMERING DRESS

Buy: 700A
Sell: 8,800



Description: A mysterious dress that occasionally reflects a spell cast on the wearer back at the caster.

Defence: 47

Equipped by: Jessica

Special: Sometimes reflects spells cast on wearer back to caster

Obtain: Alchemy only

Recipe to Make:

Shimmering dress = spangled dress + gold bracer + ruby of protection

Use in Recipes:

Skyshur of light = nine staff + shimmering dress + light shield

Princess's robe = shimmering dress + angel's robe + gold ruby

Emme's brooch = catpaw brooch + shimmering dress

SPIKED ARMOUR

Buy: 700A
Sell: 9,700



Description: A protective armour that reflects damage back at the enemy who inflicted it.

Defence: 48

Equipped by: Hemi, Ranga

Special: Sometimes reflects a percentage of damage dealt to wearer back to attacker

Obtain: Alchemy only

Recipe to Make:

Spiked armour = edged boomerang + magic armour

Use in Recipes:

None

PLATINUM MAIL

Buy: N/A
Sell: 4900



Description: Platinum armour that reduces damage from enemy spells by 15 points.

Defence: 72

Equipped by: Hens, Angelo

Special: Damage from Frizz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 15.

Obtain: Heli's questline

Recipe to Make:

Platinum mail = zombie mail + saint's ashes

Use in Recipes:

Zombie mail = platinum mail + devil's tail

ANGEL'S ROBE

Buy: N/A
Sell: 25000



Description: A sacred robe that increases the wearer's resistance to sudden-death spells.

Defence: 75

Equipped by: Jessica, Angelo

Special: Strong against Whack-type spells

Obtain: Alchemy only

Recipe to Make:

Angel's robe = magical skirt + flowing dress

Use in Recipes:

Princess's robe = shimmering dress + angel's robe + gold rosary

BANDIT MAIL

Buy: 15,000
Sell: 8000



Description: Sandy armour made from an exotic metal.

Defence: 60

Equipped by: Vangus

Special: None

Buy: Impyrithu, Dark Impyrithu

Recipe to Make:

Bandit mail = bandit robe + bandit's grass skirt + heavy armour

Use in Recipes:

Gigant armour = bandit mail + mighty armet + mighty armet

CRIMSON ROBE

Buy: N/A
Sell: 11,250



Description: A fiery red robe that reduces damage from ice-based attacks by 20 points.

Defence: 82

Equipped by: Jessica, Angelo

Special: Damage from ice-based attacks is reduced by 20.

Obtain: Alchemy only

Recipe to Make:

Crimson robe = sage's robe + magic water + nook grass

Use in Recipes:

None

SACRED ARMOUR

Buy: N/A
Sell: 2500



Description: Magical armour that regenerates the wearer's HP during battle.

Defence: 84

Equipped by: Hens, Angelo

Special: At the end of each turn, the wearer recovers 50 HP.

Given: From Princess Anne (75 modality)

Recipe to Make:

None

Use in Recipes:

None

DARK ROBE

Buy: N/A
Sell: 10,000



Description: A jet black robe that makes it easier to dodge enemy attacks.

Defence: 87

Equipped by: Vangus

Special: Increases ability to dodge enemy attacks.

Find: Black Clouds, Leagues

Obtain: Invisible, Subtlety, Daman

Recipe to Make:

Dark robe = cloak of evasion + devil's tail + wing of bat

Use in Recipes:

Phantom assassin's robe + iron headgear

MIRROR ARMOUR

Buy: 25,000
Sell: 15,000



Description: Mystical armour that occasionally reflects a spell cast on the wearer back at the caster.

Defence: 92

Equipped by: Hens, Angelo

Special: Sometimes reflects spells cast on wearer back to caster.

Buy: Irwin Gully

Obtain: Survive at darkness

Recipe to Make:

Mirror armour = silver mail + mirror shield + mirror shield

Use in Recipes:

None

PRINCESS'S ROBE

Buy: N/A
Sell: 50,000



Description: A royal robe that reduces damage from spells by 10 points.

Defence: 94

Equipped by: Jessica

Special: Damage from Frizz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 10.

Obtain: Alchemy only

Recipe to Make:

Princess's robe = shimmering dress + angel's robe + gold rosary

Use in Recipes:

None

GIGANT ARMOUR

Buy: 10,000
Sell: 6000



Description: Special armour that reduces damage from fire- and ice-based spells by 50 points.

Defence: 95

Equipped by: Irwin

Special: Damage from fire- and ice-based spells is reduced by 50.

Buy: Irwin Gully

Recipe to Make:

Gigant armour = bandit mail + mighty armet + mighty armet

Use in Recipes:

None

LIQUID METAL ARMOUR

Buy: N/A
Sell: 4700



Description: Metal armour that reduces damage from curses by 2/3

Defence: 101

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Damage from Curse-type spells is reduced by 2/3

Find: Unknown (chest)

Token Trade: 650 cost (50,000,000,000)

Recipe to Make:

None

Use in Recipes:

Metal ring armour + liquid metal armour + slime crown + orichalcum

DRAGON ROBE

Buy: N/A
Sell: 7500



Description: The finest robe available. Reduces damage from fire and ice-based spells by 40 percent

Defence: 103

Equipped by: Inocia, Angelo

Special: Damage from fire- and ice-based spells is reduced by 40.

Given: Master's Aqua Prize (April 5)

Recipe to Make:

None

Use in Recipes:

None

DIVINE BUSTIER

Buy: N/A
Sell: 11,000



Description: A mysterious bustier that allows the wearer to dodge enemy attacks more easily

Defence: 105

Equipped by: Jessica

Special: Changes Jessica's appearance when worn. Increases ability to dodge enemy attacks

Obtain: Alchemy only

Recipe to Make:

Divine bustier + dangerous bustier + shimmering dress

Use in Recipes:

None

METAL KING ARMOUR

Buy: N/A
Sell: 1600



Description: The ultimate suit of armour offering the strongest possible defence

Defence: 120

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Damage from fire- and ice-based attacks is reduced by 30.

Obtain: Alchemy only

Recipe to Make:

Metal king armour + liquid metal armour + slime crown + orichalcum

Use in Recipes:

None

SHIELDS

POT-LID

Buy: 40
Sell: 20



Description: The lid to a large cooking pot, considered to act as a makeshift shield of sorts

Defence: 2

Equipped by: Yangus, Jessica

Special: None

Buy: Peasepod Quay

Find: Fairbury (customer), Ferry (barrel)

Obtain: Melba mynah, Carnibon

Recipe to Make: None

Use in Recipes:

Leather shield + pot lid + magic beast hide

LEATHER SHIELD

Buy: 20
Sell: 15



Description: A simple shield made of leather stretched over wood

Defence: 4

Equipped by: Hero, Yangus, Angelo

Special: None

Buy: Fairbury

Find: Fairbury (friend)

Obtain: Cross-dog

Recipe to Make: Leather shield + pot lid + magic beast hide

Use in Recipes:

Scale shield + leather shield + dragon scale
Rimur shield + leather shield + toadstool hide

SCALE SHIELD

Buy: 60
Sell: 40



Description: A shield made from extremely hard scales

Defence: 7

Equipped by: Hero, Yangus, Jessica, Angelo

Special: None

Buy: Alexandria, Port Frigate, Phegopolis

Find: Tower of Alexandria (chest)

Obtain: Headmaster, Yabby, Wild Lomfish

Recipe to Make: Scale shield + leather shield + dragon scale

Use in Recipes:

Snakebat whip + leather whip + scale shield

SILVER PLATTER



Description: A silver serving platter large enough to serve as a makeshift shield.

Defence: 8

Equipped by: Jessica

Special: None

Token Trade: Pisham (500 silver)

Find: Le Club Miff Full (cabinet)

Recipe to Make:

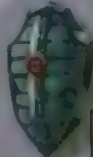
None

Use in Recipes:

Silver cross = iron cross + silver platter = silver platter
White shield = silver platter + iron shield
Silver aura = silver platter + coral hairpin

Buy: N/A
Sell: 100

BRONZE SHIELD



Description: A large shield of beaten bronze.

Defence: 10

Equipped by: Hero, Yungu

Special: None

Buy: Asurtha

Find: Ruined Abner (chest)

Obtain: Dark, Maelon

Recipe to Make:

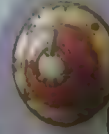
Bronze shield = leather shield + bronze anle

Use in Recipes:

Iron armor = chain mail + bronze shield

Buy: 170
Sell: 185

KITTY SHIELD



Description: A light and durable shield sporting a cute kitty cat motif.

Defence: 12

Equipped by: Jessica, Angela

Special: None

Find: Saurikava's labyrinth (chest)

Obtain: Metal stone knight, Berserker

Recipe to Make:

None

Use in Recipes:

None

Buy: N/A
Sell: 450

TEMPLAR'S SHIELD



Description: A shield used by templars. It reduces the damage from certain fire-based attacks by 5 points.

Defence: 14

Equipped by: Angela

Special: Damage from fire- and ice-based attacks is reduced by 5.

Find: White + N/A (chest)

Obtain: Stone knight, Battle beetle

Recipe to Make:

Templar's shield = templar's uniform + iron shield

Use in Recipes:

Templar's uniform = wayfarer's clothes + templar's shield

Buy: N/A
Sell: 975

IRON SHIELD



Description: A simple iron shield. Reduces the damage from certain fire- and ice-based attacks by 5 points.

Defence: 15

Equipped by: Hero, Yungu

Special: Damage from fire- and ice-based attacks is reduced by 5.

Buy: Pisham

Find: Pisham Eagon (chest)

Obtain: Redless armour, Wix, Bone talon, Melwaker, Ostrum, Wix

Recipe to Make: None

Use in Recipes:

Iron cross = iron shield + iron shield
Templar's shield = templar's uniform + iron shield
White shield = silver platter + iron shield

Buy: 420
Sell: 360

LIGHT SHIELD



Description: A light and easy-to-handle shield that can be used by anyone.

Defence: 17

Equipped by: Hero, Yungu, Jessica, Angela

Special: None

Buy: Baccarat, Argonia, Men

Find: E Argonia (chest)

Recipe to Make:

None

Use in Recipes:

Hammer of light = iron staff + light shield + hammering cross
White shield = light shield + fresh milk + fresh milk

Buy: 2250
Sell: 1925

STEEL SHIELD



Description: A steel shield that reduces the damage from fire- and ice-based attacks by 7 points.

Defence: 22

Equipped by: Hero, Yungu

Special: Damage from fire- and ice-based attacks is reduced by 7.

Buy: Saurikava Cathedral, Neo

Find: W Argonia (chest)

Obtain: Ostrum

Recipe to Make:

None

Use in Recipes:

Magi shield = steel shield + prayer ring + ruby of protection
Dragon shield = steel shield + dragon scale + dragon scale

Buy: 2700
Sell: 1250

WHITE SHIELD



Description: A white shield that reduces the damage from fire-based attacks by 10 points.

Defence: 24

Equipped by: Jessica, Angela

Special: Damage from fire-based attacks is reduced by 10.

Obtain: Alchemy only

Recipe to Make:

White shield = silver platter + iron shield
White shield = light shield + fresh milk + fresh milk

Use in Recipes:

Saurikava shield = white shield + mirror shield + holy water

Buy: N/A
Sell: 1300

MAGIC SHIELD



Description: An enchanted shield that reduces the damage from spells by 15 points.

Defence: 27

Equipped by: Hero, Angela

Special: Damage from fire, ice, and lightning spells is reduced by 15.

Buy: Argonia (during attack), Argonia

Recipe to Make:

Magi shield = steel shield + prayer ring + ruby of protection

Use in Recipes:

Flame shield = flaming hammer ring + magi shield
Ice shield = ice shield + magi shield
Power shield = magi shield + strength ring + used cheese

Buy: 5000
Sell: 4000

DRAGON SHIELD



Description: A shield that reduces fire- and ice-based attacks by 25.

Defence: 30

Equipped by: Hero, Yungu

Special: Damage from fire- and ice-based attacks is reduced by 25.

Buy: Okunā

Find: Dragon Graveyard (chest)

Recipe to Make:

Dragon shield = steel shield + dragon scale + dragon scale

Use in Recipes:

None

ICE SHIELD



Description: A shield that increases the wearer's resistance to ice-based attacks when used as an item in battle.

Defence: 33

Equipped by: Hero, Angia

Special: Damage from ice-based attacks is reduced by 5. When used in combat, all allies gain protection from ice-based spells and attacks.

Buy: Okunā

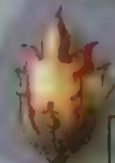
Recipe to Make:

Ice shield = icicle disk + magic shield

Use in Recipes:

None

FLAME SHIELD



Description: A shield that increases the wearer's resistance to fire-based attacks when used as an item in battle.

Defence: 34

Equipped by: Yungu, Issaka

Special: Damage from fire-type attacks is reduced by 10. When used in combat, all allies gain protection from fire-based spells and attacks.

Buy: Longyether, Dark Empress

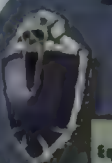
Recipe to Make:

Flame shield = flaming boomerang + magic shield

Use in Recipes:

Flaming boomerang + steel shield + flame shield

BONE SHIELD



Description: The harder a monster bone shield can also be used to make a defense trap.

Defence: 35

Equipped by: Yungu

Special: None

Find: Pirate's Cove (chest)

Recipe to Make:

None

Use in Recipes:

None

POWER SHIELD



Description: A shield that absorbs some of the user's HP when used as an item in battle.

Defence: 38

Equipped by: Hero, Yungu, Angia

Special: Damage from fire- and ice-based attacks is reduced by 15. When used in combat, casts Mithral on wearer (recovers +80 HP).

Buy: Truan, Gully

Find: Peikham (chest)

Obtain: Left wing

Recipe to Make:

Power shield = magic shield + strength ring + cured cheese

Use in Recipes:

Thermin's bow + bow + bow = power shield

MIRROR SHIELD



Description: A mysterious shield that occasionally reflects a spell cast on the wearer back at the caster.

Defence: 43

Equipped by: Hero, Angia

Special: Sometimes reflects spells cast on wearer back to caster.

Buy: Truan, Gully

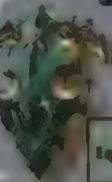
Recipe to Make:

None

Use in Recipes:

Mirror mirror = white mail + mirror shield + mirror shield
Saintess shield + white shield + mirror shield + holy water
Silver shield = mirror shield + armor loco essence + magic water

OGRE SHIELD



Description: A massive shield that reduces the damage from fire- and ice-based attacks by 10 points.

Defence: 45

Equipped by: Hero, Yungu

Special: Damage from fire- and ice-based attacks is reduced by 10.

Find: Desert (chest)

Recipe to Make:

None

Use in Recipes:

None

SAINTESS SHIELD



Description: A holy shield that reduces the damage from fire- and ice-based attacks by 25.

Defence: 46

Equipped by: Issaka

Special: Damage from fire- and ice-based attacks is reduced by 25.

Obtain: Alchemist's shop

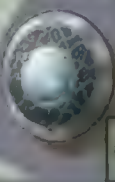
Recipe to Make:

Saintess shield = white shield + mirror shield + holy water

Use in Recipes:

None

SILVER SHIELD



Description: A shield that reduces the damage from fire-based attacks by 25.

Defence: 48

Equipped by: Hero, Yungu, Angia

Special: Damage from fire-based attacks is reduced by 20.

Find: Back (chest)

Recipe to Make:

Silver shield = mirror shield + armor loco essence + magic water

Use in Recipes:

None

BIG BOSS SHIELD

Buy: N/A
Sell: 12,000



Description: Lowers the enemy's defense when used as an item during battle.

Defence: 50

Equipped by: Yanguis

Special: When used in combat (as the Asnap spell closes defense of enemies)

Given: from Dodge (Date at Pichham Black Market after certain circumstances)

Recipe to Make:
None

Use in Recipes:
None

RUINOUS SHIELD

Buy: N/A
Sell: 2500



Description: An ancient shield surrounded by an air of danger.

Defence: 50

Equipped by: Hero, Yanguis, Angelo

Special: Curses wearer when equipped. Damage from Fire, Ice, Crack, Bang, and Wood type spells and fire- and ice-based attacks is increased by 50.

Find: Northwest (Northwest)

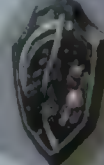
Obtain: Hero's gardslayer

Recipe to Make:
Ruinous shield = metal king shield + devil's tail

Use in Recipes:
Metal king shield = ruinous shield + orichalcum + saint's ashes

THANATOS' SHIELD

Buy: N/A
Sell: 1500



Description: An ancient shield surrounded by an air of danger.

Defence: 55

Equipped by: Hero, Yanguis, Angelo

Special: Curses wearer when equipped. Wearer cannot act in first turn of combat.

Find: (Northwest) (Northwest)

Recipe to Make:
Thanatos' shield = goddess shield + devil's tail

Use in Recipes:
Goddess shield = Thanatos' shield + saint's ashes

GODDESS SHIELD

Buy: N/A
Sell: 47,500



Description: A holy shield that reduces damage from fire- and ice-based spells by up to half.

Defence: 55

Equipped by: Jessica, Angelo

Special: Damage from fire- and ice-based spells is reduced by up to half.

Obtain: Alchemy only

Recipe to Make:
Goddess shield = Thanatos' shield + saint's ashes

Use in Recipes:
Thanatos' shield = goddess shield + devil's tail

METAL KING SHIELD

Buy: N/A
Sell: 5000



Description: The ultimate shield. Reduces damage from fire- and ice-based spells by 50 points.

Defence: 65

Equipped by: Hero, Yanguis, Jessica, Angelo

Special: Damage from fire- and ice-based spells is reduced by 50.

Obtain: Alchemy only

Recipe to Make:
Metal king shield = ruinous shield + orichalcum + saint's ashes

Use in Recipes:
Ruinous shield = metal king shield + devil's tail

HELMETS

BANDANA

Buy: 14
Sell: 25



Description: A simple cloth bandana. A favourite of Heroes.

Defence: 1

Equipped by: Hero

Special: None

Given: Hero's starting equipment

Buy: Freygan Quay

Obtain: Dublin Archer, Sukat, Mammy boy, 'Aulafider, Bowd, mummy, Killer, Caker

Recipe to Make: None

Use in Recipes: Bowd's shirt = bandit's great shirt + bandana
Leather hat = leather shirt + bandana
Turban = bandana + bandana
Mummy = bandana + bandana + agitating

LEATHER HAT

Buy: 35
Sell: 35



Description: A popular hat made of leather.

Defence: 1

Equipped by: Hero, Yanguis, Jessica, Angelo

Special: None

Given: Yanguis's starting equipment

Buy: Freygan Quay

Find: Material Cave (West)

Obtain: Runicum, Beneficiary, Highroller, Dark Saboteur

Recipe to Make: None

Use in Recipes: Horny hat = leather hat + wool hat
Feathered cap = leather hat + chicken's wing

HAIRBAND

Buy: 10
Sell: 15



Description: A cute and functional hairband for ladies.

Defence: 5

Equipped by: Jessica

Special: None

Given: Jessica's starting equipment

Buy: Freygan Quay

Find: Red (West) (West), Argus (East)

Obtain: Dongling, Sag (South), Chimera, Garuda, Navigator, Dandelion

Recipe to Make: None

Use in Recipes: Bunny ean = hairband + bunny tail

POINTY HAT

Buy: 10
Sell: 35



Description: A small hat with a pointed top.

Defence: 7

Equipped by: Yungus

Special: None

Buy: Mercury's Quay

Obtain: Liquidator

Recipe to Make:

Pointy hat = leather hat + iron nail

Use in Recipes:

Stone hardhat = stone axe + pointy hat

TURBAN

Buy: 450
Sell: 200



Description: A protective head dress made from a long strip of cloth that is wrapped around the head.

Defence: 8

Equipped by: Hero, Yungus

Special: None

Buy: Unpleasant, Ascantha

Find: Argonia (cobble)

Obtain: Mummy boy, Mummy, Terror lobby

Recipe to Make:

Turban = bandana + bandana

Use in Recipes:

None

FEATHERED CAP

Buy: N/A
Sell: 200



Description: A stylish hat that is light as a feather.

Defence: 9

Equipped by: Hero, Yungus, Jessica, Anglu

Special: None

Find: Mistla Region (chest), Argonia (bowl)

Obtain: Night fox

Recipe to Make:

Feathered cap = leather hat + chimera wing

Use in Recipes:

Fur hood = fur poncho + feathered cap
Mercury's hat = feathered cap + Mercury's bandana
Mummy hat = feathered cap + mummy shoes

BUNNY EARS

Buy: 100
Sell: 450



Description: A delightful headband sporting a pair of perky bunny ears.

Defence: 14

Equipped by: Jessica

Special: Changes Jessica's appearance when worn with bunny suit and fishnet stockings.

Obtain: Alchemy only

Recipe to Make:

Bunny ears = hairband + bunny tail

Use in Recipes:

None

STONE HARDHAT

Buy: N/A
Sell: 435



Description: A fashionable, helmet-like hat carved from stone.

Defence: 15

Equipped by: Yungus

Special: None

Find: Mule Hole (chest)

Obtain: Mud mole, Locusteer, Bomboulder, Living statue

Recipe to Make:

Stone hardhat = stone axe + pointy hat

Use in Recipes:

Mule axe = cypress stick + stone hardhat
Bronze helmet = bronze knife + bronze knife + stone hardhat

IRON HELMET

Buy: 1000
Sell: 550



Description: An extremely undistinguished helmet made of iron.

Defence: 16

Equipped by: Hero, Anglu

Special: None

Buy: Pechum

Find: Argonia (chest)

Obtain: Fatde beetle, Lab, Iron mine, Ulan, Octavian sentry

Recipe to Make:

None

Use in Recipes:

Sledgehammer = gant mallet + iron helmet + iron helmet

FUR HOOD

Buy: 1400
Sell: 700



Description: A warm hood made of thick fur.

Defence: 18

Equipped by: Hero, Yungus

Special: None

Buy: West Indian Church

Obtain: Salerna

Recipe to Make:

Fur Hood = fur poncho + feathered cap

Use in Recipes:

None

HERMES' HAT

Buy: N/A
Sell: 1400



Description: A hat imbued with the power of the Zoom spell.

Defence: 20

Equipped by: Hero, Yungus, Jessica, Anglu

Special: When used on the field, casts Zoom spell.

Obtain: Alchemy only

Recipe to Make:

Hermes' hat = feathered cap + Mercury's bandana

Use in Recipes:

None

CORAL HAIRPIN

Buy: 400
Sell: 425



Description: An accessory carved from a beautiful piece of coral.

Defence: 20

Equipped by: Jessica

Special: None

Buy: Harzibar

Obtain: Woon'wood, Ray help, Green

Recipe to Make:

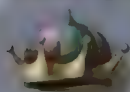
None

Use in Recipes:

Silver hair = silver pin + coral hairpin

SLIME CROWN

Buy: N/A
Sell: 6000



Description: The crown made by a king slime

Defence: 20

Equipped by: Tanguis

Special: None

Find: Midtop Hat (on the ground) • Trian Gully • Baren

Obtain: King slime, Metal king slime

Recipe to Make:

None

Use in Recipes:

Liquid metal sword = rusty old sword + slime crown + orchidrum
Tangan = golden axe + slime crown
Metal king armour = liquid metal armour + slime crown + orchidrum

BRONZE HELMET

Buy: N/A
Sell: 800



Description: A helmet made from using a bronze sheet hammered together

Defence: 20

Equipped by: Heru, Angelo

Special: None

Obtain: Ashram unity

Recipe to Make:

Bronze helmet = bronze knife + bronze knife + stone hardhat

Use in Recipes:

None

MERCURY'S BANDANA

Buy: N/A
Sell: 3000



Description: A mercurial bandana that increases the wearer's agility

Defence: 25

Equipped by: Heru

Special: Agility +15 while equipped

Obtain: Sewing

Recipe to Make:

Mercury's bandana = bandana + agility ring

Use in Recipes:

Mercury's rapier = fallen angel rapier + Mercury's bandana
Mercury's bandana
Hermes' hat = butterfly cap + Mercury's bandana

SILVER TIARA

Buy: 1150
Sell: 725



Description: A beautifully handcrafted piece of decorative headwear

Defence: 24

Equipped by: Jessica

Special: None

Buy: Argonia

Find: Argonia Region (chest)

Recipe to Make:

Silver tiara = silver platter + coral harpin

Use in Recipes:

Golden tiara = silver tiara + thinking cap + gold nugget

IRON MASK

Buy: 1100
Sell: 1750



Description: An iron mask that fully covers the wearer's face for improved defence

Defence: 25

Equipped by: Heru, Tanguis

Special: None

Buy: Argonia (during after-bazaar) • Arcadia, Sweden Cathedral, Trier

Find: Picham Region (chest)

Obtain: Shards

Recipe to Make:

None

Use in Recipes:

None

MAGICAL HAT

Buy: 1750
Sell: 2000



Description: A magical hat that gradually restores MP as its wearer walks around

Defence: 25

Equipped by: Jessica

Special: None

Buy: Argonia (during after-bazaar) • Argonia

Find: Argonia (chest)

Obtain: Dark slime, Murder machine, Grim rider

Recipe to Make:

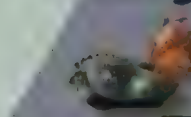
None

Use in Recipes:

Magical dome = magical mask + barelyly green shirt + magical hat
Scholar's cap = magical hat + scholar's cap

PIRATE'S HAT

Buy: N/A
Sell: 1400



Description: An impressive hat worthy of a pirate captain

Defence: 30

Equipped by: Heru

Special: None

Obtain: Heavy hood

Recipe to Make:

None

Use in Recipes:

None

PLATINUM HEADGEAR

Buy: N/A
Sell: 2000



Description: A beautiful platinum helm

Defence: 50

Equipped by: Heru, Angelo

Special: None

Token Trade: 1 token (500 tokens)

Recipe to Make:

None

Use in Recipes:

None

HAPPY HAT

Buy: N/A
Sell: 15000



Description: A magical hat that gradually restores MP as its wearer walks around

Defence: 51

Equipped by: Jessica, Angelo

Special: Continually restores MP as you walk, at best and 8,000 MP

Given: Item Change, Level 4 Picham, Rika Market (after certain achievements)

Recipe to Make:

Happy hat = feathered cap + elevating shoes

Use in Recipes:

Elevating shoes = happy hat + velvet stockings

IRON HEADGEAR

Buy: 550
Sell: 250



Description: Headgear reinforced with iron sheets for improved defense.

Defence: 52

Equipped by: Hero, Yungui

Special: None

Buy: Dekker

Find: World of Darkness (chest)

Obtain: Dark clothing

Recipe to Make:

None

Use in Recipes:

Thinking cap = iron headgear + scholar's cap
Hazardous mask = dark robe + iron headgear

SCHOLAR'S CAP

Buy: N/A
Sell: 550



Description: A mysterious cap that increases the wearer's wisdom.

Defence: 55

Equipped by: JESSICA Angelo

Special: Wisdom +10 while equipped

Obtain:Alchemy only

Recipe to Make:

Scholar's cap = magical hat + scholar's specs

Use in Recipes:

Safe probe = magic equipment + scholar's cap
Thinking cap = iron headgear + scholar's cap

HADES' HELM

Buy: N/A
Sell: 4250



Description: A strange helm surrounded by an air of danger.

Defence: 55

Equipped by: Hero, Yungui

Special: Curses wearer when equipped, wearer cannot act in first turn of combat.

Find: Prison's Cove (chest)

Obtain: Hell guardian, Servant of Darkness

Recipe to Make:

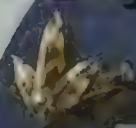
Hades' helm = mythril helm + devil's tail

Use in Recipes:

Hell sword = steel sword + poison mouth knife + Hades' helm
Mythril helm = Hades' helm + Saint's ashes

THINKING CAP

Buy: 15,000
Sell: 8500



Description: A magical helm that increases the wearer's wisdom.

Defence: 58

Equipped by: JESSICA Angelo

Special: Wisdom +15 while equipped

Buy: Bryan Gully

Obtain: Head of state

Recipe to Make:

Thinking cap = iron headgear + scholar's cap

Use in Recipes:

Golden tiara = silver tiara + thinking cap + gold nugget

MYTHRIL HELM

Buy: 15,500
Sell: 9800



Description: An exquisite helm crafted from the rare form of silver known as 'mythril'.

Defence: 58

Equipped by: Hero, Angelo

Special: None

Buy: Emorychu, Dark Emorychu

Recipe to Make:

Mythril helm = Hades' helm + saint's ashes

Use in Recipes:

Hades' helm = mythril helm + devil's tail
Raging bull helm = mythril helm + fresh milk + compost

RAGING BULL HELM

Buy: N/A
Sell: 16,500



Description: A helmet sporting two large horns, said to be made with your inner bull.

Defence: 62

Equipped by: Hero, Yungui

Special: None

Obtain:Alchemy only

Recipe to Make:

Raging bull helm = mythril helm + fresh milk + compost

Use in Recipes:

None

GOLDEN TIARA

Buy: N/A
Sell: 26,000



Description: A sacred tiara that magically wards off misfortune in a variety of ways.

Defence: 45

Equipped by: JESSICA

Special: Increases resistance to Wisp, Snootie, Fuzzle and Fuddle-type attacks.

Obtain:Alchemy only

Recipe to Make:

Golden tiara = silver tiara + thinking cap + gold nugget

Use in Recipes:

None

GREAT HELM

Buy: 10,000
Sell: 8000



Description: A great helm crafted from a magical metal far stronger than steel.

Defence: 45

Equipped by: Hero, Yungui

Special: None

Buy: Bryan Gully

Recipe to Make:

None

Use in Recipes:

None

PHANTOM MASK

Buy: N/A
Sell: 29,000



Description: A mysterious mask that allows the wearer to dodge enemy attacks more easily.

Defence: 48

Equipped by: Angelo

Special: Increases ability to dodge enemy attacks.

Obtain:Alchemy only

Recipe to Make:

Phantom mask = dark robe + iron headgear

Use in Recipes:

None

ITEM

HELMETS

SKULL HELM



Description: A sinister helm surrounded by an air of danger.

Defence: 40

Equipped by: Yungo

Special: Curses wearer when equipped, wearer's attack power is reduced to 0.

Find: Isolated Palace (chest), Unhewn... (chest)

Recipe to Make:

Skull helm = sun crown + devil's tail

Use in Recipes:

Sun crown = skull helm + sword's ashes

Buy: N/A
Sell: 4500

SUN CROWN



Description: A superb crown similar to culting, with attack rings, allowing the wearer to attack from afar.

Defence: 52

Equipped by: Hero, Jessica

Special: Greatly increases resistance to Snore and Fuddle-type attacks.

Obtain: Army key

Recipe to Make:

Sun crown = skull helm + sword's ashes

Use in Recipes:

Skull helm = sun crown + devil's tail

Tomb of Jettison = sun crown + tough guy tattoo + magic beast hide

Buy: N/A
Sell: 17,000

METAL KING HELM



Description: The ultimate helm. Restores a strong resistance to a variety of spells.

Defence: 55

Equipped by: Hero, Yungo, Jessica, Angou

Special: Increases resistance to Whirl, Snore, Fuddle, and Fizzle-type attacks.

Given: Hunt Process Memo (90 medals)

Recipe to Make:

None

Use in Recipes:

None

Buy: N/A
Sell: 10,000

ACCESSORIES

STRENGTH RING



Description: A magic ring that increases the wearer's attack power.

Attack: +5

Equipped by: Hero, Yungo, Jessica, Angou

Special: None

Find: Anubis (casket)

Given: Monster Arena Prize (Rank G)

Obtain: Muddy hand

Recipe to Make: Strengthening = prayer ring + sword's strength

Use in Recipes:

Hero's bow = cyress stick + cyress stick + strength ring

Star belt = leather belt + strength ring

Power shield = magic shield + strengthening = tured chest

Magical amulet = strength ring + titan belt

Buy: N/A
Sell: 125

TOUGH GUY TATTOO



Description: A reminder tattoo with a strange design. Increases defense (even when worn).

Attack: +6

Equipped by: Hero, Yungo, Jessica, Angou

Special: None

Buy: Angou (during after battle)

Find: Beccard Region (chest)

Obtain: Hoodlum, Troll, Belag, Antihuman

Recipe to Make:

None

Use in Recipes:

Wilson's bow = tough guy tattoo + stone strength + agility ring

Tomb of Jettison = sun crown + tough guy tattoo + magic beast hide

Holy totem = tough guy tattoo + gold jewelry + holy order

Buy: 2000
Sell: 1200

TEMPLAR CAPTAIN'S RING



Description: The signet ring of the Captain of the Templars, formerly belonged to Marcello.

Attack: +10 **Wisdom:** +10

Equipped by: Hero, Yungo, Jessica, Angou

Special: Cannot be sold or dropped.

Given: From Marcello in Ness (after certain events)

Recipe to Make:

None

Use in Recipes:

None

Buy: N/A
Sell: 1614

TITAN BELT



Description: A magical belt that increases the wearer's attack power.

Attack: +10

Equipped by: Hero, Yungo, Jessica, Angou

Special: None

Token Trade: Prisoner (500 tokens)

Find: Anubis (chest), Anubis Region (chest)

Obtain: Cuckoo, Skeleton soldier, Jorral rigger, Golem soldier

Recipe to Make:

Titan belt = leather belt + strength ring

Use in Recipes:

Mighty amulet = strength ring + titan belt

Buy: N/A
Sell: 1500

MIGHTY ARMLET



Description: A magical brace that increases the power of its wearer's attacks.

Attack: +15

Equipped by: Hero, Yungo, Jessica, Angou

Special: None

Given: Monster Arena Prize (Rank D)

Find: Isolated Palace (chest)

Obtain: Stone guardian

Recipe to Make:

Mighty amulet = strength ring + titan belt

Use in Recipes:

Dragon's eye = dragon's eye + mighty amulet

Titan war hammer = war hammer + mighty amulet

Capitol amulet = band's mail + mighty amulet + mighty amulet

Buy: N/A
Sell: 6500

ARGON RING



Description: A ring that has Hero's parents.

Attack: +20 **Agility:** +20

Equipped by: Hero, Yungo, Jessica, Angou

Special: Cannot be sold or dropped.

Given: Unobtainable

Recipe to Make:

None

Use in Recipes:

None

Buy: N/A
Sell: N/A

LADY'S RING



Buy: N/A
Sell: N/A

Description: An extravagant and expensive ring lost by a rich woman.

Defence: 2

Equipped by: Hero, Yungus, Jessica, Angelo

Special: Cannot be sold or dropped.

Find: Anywhere (on ground).

Recipe to Make:

None

Use in Recipes:

None

GOLD BRACER



Buy: 150
Sell: 175

Description: A pure gold bracer that increases the wearer's defence.

Defence: 4

Equipped by: Hero, Yungus, Jessica, Angelo

Special: None

Buy: Argonia (during after battle)

Given: Ferry

Find: Trojan Castle (ring), Argonia (rubber)

Obtain: Feeding fish, Charmes, Dargling, Gandybag, Double Gold, Golden Lenses, Brown, Noddy (mush)

Recipe to Make: None

Use in Recipes:

Shimmering dress = sparkling dress + gold bracer + ruby of protection
Life bracer = gold bracer + recovery ring

SLIME EARRINGS



Buy: 400
Sell: 200

Description: Cute earrings in the shape of slimes.

Defence: 4

Equipped by: Hero, Yungus, Jessica, Angelo

Special: None

Buy: Precious Quay, Ascartha

Find: Alexandria Region (chest)

Obtain: Shimmering, Puppets, Slime Knight, Metal Slime Knight, King slime, Magic, Narcissus

Recipe to Make:

None

Use in Recipes:

Falcon bracer = tough guy bracer + slime earrings + softening ring

LIFE BRACER



Buy: N/A
Sell: 1000

Description: A beautiful piece that increases the wearer's maximum HP by 10.

Defence: 5

Equipped by: Hero, Yungus, Jessica, Angelo

Special: Max HP +10

Obtain: Start dropped

Recipe to Make:

Life bracer = gold bracer + recovery ring

Use in Recipes:

Ullar = metal sword + parade sword + life bracer
Staff of resurrection = eggplant staff + rune staff + life bracer

PRAYER RING



Buy: 9000
Sell: 1000

Description: A ring that restores some of the wearer's MP when used in a item.

Defence: 1

Equipped by: Hero, Yungus, Jessica, Angelo

Special: Restores 20-50 MP when used. But may break.

Buy: Argonia (only during battle from pedler on hill)

Find: W Argonia (chest), Black Citadel (barrel), I Argonia (chest)

Token Trade: Baccarat (1000 tokens)

Obtain: Giddybug, High roller

Recipe to Make: Prayer ring = glow ring + seed of magic

Use in Recipes:

Magi carmine = full plate armour + prayer ring + ruby of protection
Magic shield = steel shield + prayer ring + ruby of protection
Strengthening ring = prayer ring + seed of strength
Recovery ring = prayer ring + seed of life
Ruby of protection = prayer ring + seed of defence
Agility ring = prayer ring + seed of agility

GOSPEL RING



Buy: N/A
Sell: N/A

Description: A holy ring that wards off monsters when worn.

Defence: 5

Equipped by: Hero, Yungus, Jessica, Angelo

Special: Non-boss monsters will not attack while worn. Cannot be lost or discarded.

Given: After trade upon completion of Defeated Monster List

Recipe to Make:

None

Use in Recipes:

None

TEMPLAR'S RING



Buy: N/A
Sell: N/A

Description: A ring, engraved with a religious symbol, which Argon gave to slaves.

Defence: 5

Equipped by: Hero, Yungus, Jessica, Angelo

Special: Cannot be sold or discarded

Given: From Argonian Slaves after certain events

Recipe to Make:

None

Use in Recipes:

None

DRAGON SCALE



Buy: N/A
Sell: 250

Description: A warrior's lucky charm, made from a hard-worked dragon scale.

Defence: 5

Equipped by: Hero, Yungus, Jessica, Angelo

Special: None

Find: Swaya Hunting Ground (chest), Dark Kuro (chest), Argonia (chest), Dark Knight (chest), Desert (chest)

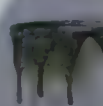
Obtain: Minkunaru, Fruit system, Dragons, Transmutation, From Hero, Sea Dragon, Seafood

Recipe to Make: None

Use in Recipes:

Dragon scale up = snake skin whip + dragon scale + dragon scale
Scale armour = leather armour + dragon scale
Dragon mail = silver mail + dragon scale + dragon scale
Scale shield = leather shield + dragon scale
Dragon shield = steel shield + dragon scale + dragon scale

GARTER



Buy: N/A
Sell: 100

Description: An ornate undergarment for restrictive fashion.

Defence: 1

Equipped by: Jessica

Special: None

Find: Red's Demise (chest), Trojan Castle (chest), Baccarat (chest)

Obtain: Warm, Dark, Turkey, Foodlighter

Recipe to Make:

None

Use in Recipes:

Levi's bow = hunter's bow + garter

ITEM

Accessories

FISHNET STOCKINGS



Description: A pair of fishnet stockings. Perfect for bunny girls.

Defence: 0

Equipped by: Jessica

Special: Changes Jessica's appearance when worn with bunny ears and bunny tail.

Given: From Princess Minnie (23 medals)

Obtain: b+ queen

Recipe to Make:
None

Use in Recipes:
Enlaving shoes + happy hat + fishnet stockings

Buy: N/A
Sell: 100

GOLD RING



Description: A ring that slightly increases the wearer's defence.

Defence: 10

Equipped by: Hero, Yangu, Jessica, Angelo

Special: None

Buy: Argus's (during after battle)

Find: Pickman Region (chest), Bazaar (cabinet)

Obtain: Unusable, fight emperor, Gold pole, Ghost, Moody, fund

Recipe to Make: None

Use in Recipes:

Prayer ring + gold ring + seed of magic
Ring of truth + sandstorm spear + gold ring
Ring of immunity + poison needle + gold ring
Elixir ring + poison needle + gold ring
Ring of awakening + dream blade + gold ring
Ring of clarity + fallen angel rapier + gold ring

Buy: 2000
Sell: 100

RING OF TRUTH



Description: A ring that makes the wearer resistant to illusion attacks.

Defence: 10

Equipped by: Hero, Yangu, Jessica, Angelo

Special: Wearer is more resistant to Daze-type attacks

Find: Dark Godbird's Eye (chest)

Recipe to Make:

Ring of truth + sandstorm spear + gold ring

Use in Recipes:

Cathedean ring + ring of truth + ring of immunity + full moon ring

Buy: N/A
Sell: 250

RING OF IMMUNITY



Description: A ring that makes the wearer resistant to poison attacks.

Defence: 10

Equipped by: Hero, Yangu, Jessica, Angelo

Special: Wearer is more resistant to poison-type attacks

Obtain: Alchemy only

Recipe to Make:

Ring of immunity + poison needle + gold ring

Use in Recipes:

Cathedean ring + ring of truth + ring of immunity + full moon ring

Buy: N/A
Sell: 250

HOLY TALISMAN



Description: A sacred talisman that increases the wearer's resistance to golden death attacks.

Defence: 10

Equipped by: Hero, Yangu, Jessica, Angelo

Special: Wearer is more resistant to Whack-type spells

Obtain: Alchemy only

Recipe to Make:

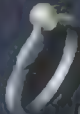
Holy talisman + tough guy tattoo + gold rosary + holy water

Use in Recipes:

Holy silver rapier + Temporal sword + holy talisman
Zanbar layer + zombeslayer + holy talisman

Buy: N/A
Sell: 200

FULL MOON RING



Description: A ring that makes the wearer resistant to paralysis attacks.

Defence: 10

Equipped by: Hero, Yangu, Jessica, Angelo

Special: Wearer is more resistant to paralysis-type attacks

Obtain: Jessica's

Recipe to Make:

Full moon ring + poison moth knife + gold ring

Use in Recipes:

Cathedean ring + ring of truth + ring of immunity + full moon ring

Buy: N/A
Sell: 600

RING OF AWAKENING



Description: A ring that makes the wearer resistant to sleep attacks.

Defence: 10

Equipped by: Hero, Yangu, Jessica, Angelo

Special: Wearer is more resistant to Sleep-type attacks

Obtain: Alchemy only

Recipe to Make:

Ring of awakening + dream blade + gold ring

Use in Recipes:

Scholar's specs + ring of awakening + ring of clarity + seed of wisdom

Buy: N/A
Sell: 350

RING OF CLARITY



Description: A ring that makes the wearer resistant to confusion attacks.

Defence: 10

Equipped by: Hero, Yangu, Jessica, Angelo

Special: Wearer is more resistant to Fuddle-type attacks

Given: Murder Area Prop (Rank E)

Recipe to Make:

Ring of clarity + fallen angel rapier + gold ring

Use in Recipes:

Scholar's specs + ring of awakening + ring of clarity + seed of wisdom

Buy: N/A
Sell: 450

RECOVERY RING



Description: A wonderous ring that gradually restores HP as the wearer walks around.

Defence: 15

Equipped by: Hero, Yangu, Jessica, Angelo

Special: Wearer regains HP while walking in field and dungeon areas

Find: Rydon's (chest)

Obtain: Pandora's box

Recipe to Make:

Recovery ring + prayer ring + seed of life

Use in Recipes:

Life bracer + gold bracer + recovery ring
Godless ring + recovery ring + constitution

Buy: N/A
Sell: 800

CATHOLICON RING



Description: A ring that makes the wearer resistant to a variety of attacks, including sleep, paralysis, and confusion.

Defence: 15

Equipped by: Hero, Yungus, Jessica, Angelo

Special: Wearer is more resistant to Snootze, Fuddle, Dazzle, poison and paralyzing attacks.

Obtain: Alchemy orb

Recipe to Make:

Catholicon ring = ring of truth + ring of immunity + full moon ring

Use in Recipes:

None

Buy: N/A
Sell: 10,000

RUBY OF PROTECTION



Description: A beautiful ruby that increases the wearer's defence.

Defence: 15

Equipped by: Hero, Yungus, Jessica, Angelo

Special: None

Buy: Argonia (during after battle)

Find: Barrard (chest), Orkuna (100)

Obtain: Living statue, Heaven bird

Recipe to Make:

Ruby of protection = prayer ring + seed of defence

Use in Recipes:

Magical armour = full plate armour + prayer ring + ruby of protection
Shimmering dress = spangled dress + gold braiser + ruby of protection
Magic shield = steel shield + prayer ring + ruby of protection

Buy: 100
Sell: 1550

BUNNY TAIL



Description: A very soft and comfortable accessory.

Agility: +2

Equipped by: Hero, Yungus, Jessica, Angelo

Special: None

Buy: Argonia (during after battle)

Find: Maela Region (chest), Pickham (cabinets), Broomie (cabinets), Archibair (cabinets)

Obtain: Broomie, Slapper, Spiked hare, Night sweeper, Van, Stephen, New angel

Recipe to Make: None

Use in Recipes:

Bunny ears = hairband + bunny tail
Pokey hat = silk cushion + bunny tail

Buy: 50
Sell: 25

ELEVATING SHOES



Description: Wear them for a happily elevating experience.

Agility: +5

Equipped by: Hero, Yungus, Jessica, Angelo

Special: Wearer gains EXP while walking in field and dungeon areas.

Obtain: Liquid metal dome, Hell hopper

Recipe to Make:

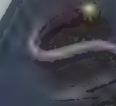
Elevating shoes = happy hat + fishnet stockings

Use in Recipes:

Happy hat + feathered cap + elevating shoes

Buy: N/A
Sell: 50

DEVIL'S TAIL



Description: The tail of a demon surrounded by an air of danger.

Agility: +10

Equipped by: Hero, Yungus, Jessica, Angelo

Special: Curses wearer when equipped. Wearer's resistance to spell damage and effects is lowered.

Buy: MANDRA

Find: Argonia (chest), Herb Grodo (chest), World of Darkness (chest)

Obtain: Tap devil, Demise, Thunderer, Capped explorer

Recipe to Make: None

Use in Recipes:

Fallen angel rapier = holy silver rapier + devil's tail + wing of bat
Double-edged sword = ether needle-edge + devil's tail
Demon spear = battle fork + poison needle + devil's tail
Vip knife = assassin dagger + devil's tail
Venom whip = devil's tail + taro's ashes
Gothic whip = scourge whip + devil's tail
Dark robe = cloak of evasion + devil's tail + wing of bat
Jumble mail = platinum mail + devil's tail
Stunnet shield = metal long shield + devil's tail
Phantom shield = goddess shield + devil's tail
Mages' helm = mystic helm + devil's tail
Skull helm = necrotic helm + devil's tail
Skull ring = devil's tail + someone's ring

Buy: 100
Sell: 100

AGILITY RING



Description: A magical ring that increases the wearer's agility.

Agility: +15

Equipped by: Hero, Yungus, Jessica, Angelo

Special: None

Token Trade: Pickham (100), 104375

Find: Kingdom of Aslanthe (chest), Blizzard Peaks (chest), Holy bar (cabinets, chests)

Recipe to Make:

Agility ring = prayer ring + seed of agility

Use in Recipes:

Falcon knife = fudge cut, 10500 + stone earrings + agility ring
Mistress's bandana = bandana + agility ring
Meteorite bracer = agility ring + agility ring + meteorite

Buy: N/A
Sell: 100

METEORITE BRACER



Description: A mystical bracer that allows the wearer to move at a blinding speed.

Agility: +50

Equipped by: Hero, Yungus, Jessica, Angelo

Special: None

Given: From Princess Mavis (on meeting)

Recipe to Make:

Meteorite bracer = agility ring + agility ring + onychium

Use in Recipes:

Fiber Falcon Blade + Falcon Blade + meteorite bracer

Buy: N/A
Sell: 2500

SKULL RING



Buy: N/A
Sell: 125

Description: An evil ring surrounded by an air of danger.

Agility: +15

Equipped by: Yungus, Jessica, Angela

Special: Curses wearer when equipped. Wearer's Max MP is reduced by 1/2.

Find: Argonath chest

Obtain: Wright king

Recipe to Make:

Skull ring = devil's tail + sorcerer's ring

Use in Recipes:

Sorcerer's ring = skull ring + saint's ashes + saint's ashes

GOLD ROSARY



Buy: 100
Sell: 250

Description: A pure gold rosary that subtly increases the wearer's wisdom.

Wisdom: +5

Equipped by: Hero, Yungus, Jessica, Angela

Special: None

Buy: Savella Cathedral, Neon

Find: Neon (cabinets)

Obtain: Tortured soul

Recipe to Make: None

Use in Recipes:

Holy lance = ring spear + gold rosary

Phoenix's robe = shimmering dress + angel's robe + gold rosary

Holy telegram = Inuyasha's tattoo + gold rosary + holy water

SORCERER'S RING



Buy: N/A
Sell: 750

Description: A magical ring that increases the wearer's maximum MP by 10 points.

Wisdom: +10

Equipped by: Hero, Yungus, Jessica, Angela

Special: Max MP +10

Obtain: Archery only

Recipe to Make:

Sorcerer's ring = skull ring + saint's ashes + saint's ashes

Use in Recipes:

Skull ring = devil's tail + sorcerer's ring

SCHOLAR'S SPECS



Buy: 100
Sell: 150

Description: A pair of spectacles that makes the wearer appear more intelligent.

Wisdom: +15

Equipped by: Hero, Yungus, Jessica, Angela

Special: None

Buy: Argonath (during after-bazaar)

Find: Neon (bap)

Obtain: Mummy, Puppet player, (head) ring, Sea dragon

Recipe to Make:

Scholar's specs = ring of awakening + ring of clarity + seed of wisdom

Use in Recipes:

Scholar's cap = magical hat + scholar's specs

GODDESS RING



Buy: N/A
Sell: 25,000

Description: A wonderful ring that gradually restores MP as the wearer walks around.

Wisdom: +20

Equipped by: Hero, Yungus, Jessica, Angela

Special: Wearer regains MP while walking in field and dungeon areas. Wearer is resistant to Stun, Fuddle, and Paralysis-type attacks.

Obtain: Archery only

Recipe to Make:

Goddess ring = recovery ring + orchalcum

Use in Recipes:

Reaper

WEAPONS

There are 11 different types of weapon in *Dragon Quest VIII*. Each character can equip any of the weapons their skill sets give them access to, with the exception of flails, which are rare weapons for Yangus that are not associated with a particular skill set. Weapons are listed by type in order of their attack value. Attack power is important, but keep in mind that certain weapons have special traits that may make them much more powerful than their attack value suggests! Check the special field to see which weapons can hit multiple targets, strike multiple times, apply status effects to their targets or cast spells when used in combat!

JESSICA & SWORDS

Jessica can use swords after allocating 30 points to her Knife skill

SWORDS

CYPRESS STICK

Buy: 10
Sell: 5

Description: A simple wooden stick carved from a sturdy cypress branch.

Attack: 4

Equipped by: Hero

Special: None

Buy: Farebury, Peregrin Quay
Find: Farebury (Cabinet, chest)
Obtain: Capsicum, Lump mage, Mu's messenger

Recipe to Make:
None

Use in Recipes:

Iron lance = cypress stick + dagger
Long spear = cypress stick + cypress stick + iron lance
Stone axe = cypress stick + stone handslut
Hunter's bow = cypress stick + cypress stick + strengthening

SOLDIER'S SWORD

Buy: N/A
Sell: 75

Description: A cheap sword given to pillar purchasers at Trodan Castle.

Attack: 6

Equipped by: Hero

Special: None

Received: Hero's starting equipment
Obtain: Skeleton, Lethal armour

Recipe to Make:
None

Use in Recipes:
None

STONE SWORD

Buy: N/A
Sell: N/A

Description: A rather dull looking sword carved from stone.

Attack: 12

Equipped by: Hero, Jessica*

Special: Cannot be sold or dropped

Received: From townspeople in Arcadia

Recipe to Make:
None

Use in Recipes:
None

COPPER SWORD

Buy: 270
Sell: 155

Description: A widely used sword made out of copper.

Attack: 15

Equipped by: Hero, Jessica*

Special: None

Buy: Farebury, Alexandria
Find: Watertall Cave (chest)
Obtain: Capsicum, Jura, Hawkman, Lemonlander

Recipe to Make:
Copper sword = bronze knife + bronze knife

Use in Recipes:
None

RAPIER

Buy: 100
Sell: 150

Description: A crafted sort of sword with an extremely narrow blade.

Attack: 17

Equipped by: Angelo

Special: None

Buy: Sincroton
Received: Angelo's starting equipment
Obtain: Night fox, Papukun, Magic swordball

Recipe to Make:
None

Use in Recipes:
None

STEEL BROADSWORD

Buy: 2000
Sell: 1000

Description: A sturdy sword made from forged steel.

Attack: 35

Equipped by: Hero, Jessica*

Special: None

Buy: Asurtha, Pelham
Find: Kingdom of Asurtha (chest)
Obtain: Bear, Hunter, mesh, Inferna armour, Skeleton soldier, Gargoyle, Shlimsucker, Kee, A long machine, Zombie gladiator

Recipe to Make:
None

Use in Recipes:
None

TEMPLAR'S SWORD

Buy: N/A
Sell: 1275

Description: A rapier carried by Templar knights as proof of their faith.

Attack: 36

Equipped by: Angelo

Special: None

Find: Trodan Castle (chest)
Obtain: Phantom Jester, Volpone

Recipe to Make:
None

Use in Recipes:
Holy silver rapier = Templar's sword + holy talisman

FALCON BLADE

Buy: N/A
Sell: 5000

Description: A sword capable of slicing twice in rapid succession, faster than a falcon in flight.

Attack: 57

Equipped by: Hero, Jessica*, Angelo

Special: Attacks twice

Token Trade: Baccarat = 10,000 tokens

Recipe to Make:
None

Use in Recipes:
Über falcon blade = falcon blade + meteorite bracer

RUSTY OLD SWORD

Buy: N/A
Sell: N/A

Description: Once a legendary blade. Now just a rusty and chipped old sword.

Attack: 45

Equipped by: Hero, Jessica*

Special: Cannot be sold or dropped

Find: Trodan Castle (chest)
Obtain: Invisible Swordsman

Recipe to Make:
Rusty old sword = liquid metal sword + mystifying mixture + cowpat

Use in Recipes:
Liquid metal sword = rusty old sword + stone crown + orichalcum

HOLY SILVER RAPIER

Buy: 6500
Sell: 3500

Description: A rapier forged from silver consecrated by the church.

Attack: 54

Equipped by: Angelo

Special: None

Buy: Savella Cathedral, Neos
Find: Blizzard Peaks (chest)

Recipe to Make:
Holy silver rapier = Templar's sword + holy talisman

Use in Recipes:
Fallen angel rapier = holy silver rapier + devil's tail + wing of bat

ZOMBIESBANE

Buy: 6500
Sell: 3500

Description: A holy sword created for slaying zombies and other undead monsters.

Attack: 54

Equipped by: Hero, Jessica*

Special: Deals additional damage to zombie-type monsters

Buy: Argonia (during other bazaar)

Recipe to Make:
None

Use in Recipes:
Zombie slayer = zombiesbane + holy talisman
Zombie mail = zombiesbane + silver mail

ÜBER FALCON BLADE

Buy: N/A
Sell: 25000

Description: An improved version of the falcon blade, but with a far sharper edge.

Attack: 55

Equipped by: Hero, Jessica*, Angelo

Special: Attacks twice

Obtain: Alchemy only

Recipe to Make:
Über falcon blade = falcon blade + meteorite bracer

Use in Recipes:
None

DREAM BLADE

Buy: 4500
Sell: 3150

Description: A magical sword that can occasionally put enemies to sleep.

Attack: 43

Equipped by: Hero, Jessica*, Angelo

Special: Sometimes puts attacked enemies to sleep. When used in combat, has 10% to sleep effect.

Buy: Headless Lord (Desert Chapel, Fetus and Riddle in bees after certain event)
Obtain: Dark turkey

Recipe to Make:
None

Use in Recipes:
Ring of awakening = dream blade + gold ring

PLATINUM SWORD

Buy: N/A
Sell: 5000

Description: A beautiful and exquisitely sharp sword forged from pure platinum.

Attack: 40

Equipped by: Hero, Jessica*, Angelo

Special: None

Find: Discovered island in Southwest Ocean (chest)
Obtain: Hell gladiator

Recipe to Make:
None

Use in Recipes:
None

FALLEN ANGEL RAPIER

Buy: N/A
Sell: 1500

Description: A magical rapier that can confuse the targets it strikes.

Attack: 67

Equipped by: Angelo

Special: Sometimes confuses marked enemies

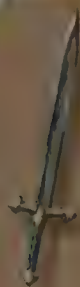
Obtain: Alchemy only

Recipe to Make:
Fallen angel rapier = holy silver rapier + devil's tail + wing of bat

Use in Recipes:
Mercury's rapier = fallen angel rapier + Mercury's bandana + Mercury's bandana
Ring of clarity = fallen angel rapier + gold ring

BASTARD SWORD

Buy: 1000
Sell: 1400



Description: A steel sword with a long blade that inflicts serious damage thanks to its weight.

Attack: 61

Equipped by: Hero, Jessica*

Special: None

Buy: Arcadia

Obtain: Fowlighter, Right wing

Recipe to Make:

None

Use in Recipes:

Blizzard blade = bastard sword + ice disk + cold cheese

ZOMBIE SLAYER

Buy: N/A
Sell: 19000



Description: A holy sword that is an improved version of the dragonsbane.

Attack: 61

Equipped by: Hero, Jessica*

Special: Deals additional damage to zombie-type monsters.

Obtain: Alchemy only

Recipe to Make:

Zombie slayer = dragonsbane + holy bahman

Use in Recipes:

None

DRAGONSANE

Buy: 11000
Sell: 6000



Description: A forged steel sword capable of piercing dragon scales.

Attack: 72

Equipped by: Hero, Jessica*

Special: Deals additional damage to dragon monsters.

Buy: Orkusa, Tryon Lull

Recipe to Make:

None

Use in Recipes:

Dragon slayer = dragonsbane + mighty armor

DOUBLE-EDGED SWORD

Buy: 1000
Sell: 2500



Description: A double-edged sword surrounded by an air of danger.

Attack: 76

Equipped by: Hero, Jessica*

Special: Curses wielder when equipped, deals damage to wielder when wielder damages a foe.

Find: Princess Minnie's Castle (chest)

Recipe to Make:

Double-edged sword = uber double edge + devil's tail

Use in Recipes:

Uber double edge = double-edged sword + saint's ashes + saint's ashes

ÜBER DOUBLE-EDGE

Buy: N/A
Sell: 1750



Description: The double-edged sword purged of its curse, that retains its even more powerful blade.

Attack: 76

Equipped by: Hero, Jessica*

Special: Deals additional damage to foe when foe is struck.

Obtain: Alchemy only

Recipe to Make:

Über double edge = double-edged sword + saint's ashes + saint's ashes

Use in Recipes:

Double-edged sword = uber double edge + devil's tail

MERCURY'S RAPIER

Buy: 10000
Sell: 5000



Description: A strange rapier that allows its user to move with unusual agility.

Attack: 70

Equipped by: Angelo

Special: Agility +20 while equipped.

Buy: empychu, Data Empychu

Recipe to Make:

Mercury's rapier = fallen angel rapier + Mercury's bandana + Mercury's bandana

Use in Recipes:

None

MIRACLE SWORD

Buy: N/A
Sell: 1000



Description: An enchanted blade that restores some of your HP every time it strikes an enemy.

Attack: 80

Equipped by: Hero, Jessica*

Special: Recovers a percentage of damage dealt in HP.

Received: from Princess Minnie (all medals)

Recipe to Make:

None

Use in Recipes:

Über miracle sword = miracle sword + life bracer

DRAGON SLAYER

Buy: N/A
Sell: 11500



Description: A forged steel sword that is an improved version of the dragonsbane.

Attack: 83

Equipped by: Hero, Jessica*

Special: Deals additional damage to dragon monsters.

Obtain: Alchemy only

Recipe to Make:

Dragon slayer = dragonsbane + mighty armor

Use in Recipes:

None

BLIZZARD BLADE

Buy: 10000
Sell: 6000



Description: An enchanted sword whose blade contains the power of a mighty storm.

Attack: 90

Equipped by: Hero, Jessica*

Special: Deals additional ice-based damage to target.

Buy: Tryon Lull

Recipe to Make:

Blizzard blade = bastard sword + ice disk + cold cheese

Use in Recipes:

None

ITEM

ITEM

ÜBER MIRACLE SWORD

Buy: N/A
Sell: 1500



Description: An improved version of the miracle sword, with a more powerful enchantment and a far sharper blade.

Attack: 95

Equipped by: Hero, Jessica*

Special: Restores a higher percentage of damage dealt as HP

Obtain: Alchemy only

Recipe to Make:

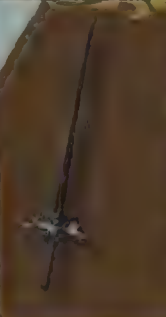
Über miracle sword = miracle sword + life brace

Use in Recipes:

None

HELL SABRE

Buy: N/A
Sell: 1500



Description: A narrow-bladed weapon with a devilishly sharp blade.

Attack: 99

Equipped by: Angelo

Special: None

Find: Truth Maze (chest)

Recipe to Make:

None

Use in Recipes:

None

SHAMSHIR OF LIGHT

Buy: N/A
Sell: 4000



Description: A mystical weapon that extends a spectral blade of light in battle.

Attack: 110

Equipped by: Angelo

Special: None

Obtain: Alchemy only

Recipe to Make:

Shamsir of light = moon staff + light shield + shimmering dress

Use in Recipes:

None

SPEARS

LIQUID METAL SWORD

Buy: N/A
Sell: 5000



Description: An extraordinarily hard blade allows this sword to inflict massive amounts of damage.

Attack: 118

Equipped by: Hero, Jessica*, Angelo

Special: Deals 2 points of damage to metal creatures.

Obtain: Alchemy only

Recipe to Make:

Liquid metal sword = rusty old sword + slime crown + onyx talism

Use in Recipes:

Rusty old sword = liquid metal sword + mystifying mixture + cowpat

IRON LANCE

Buy: 250
Sell: 175



Description: An iron spear of the kind commonly found throughout the world.

Attack: 24

Equipped by: Hero

Special: None

Buy: Port Prospect, Pilegrim Quay
Obtain: Scorpion, Orc, Foul anchor, Octavian pirate

Recipe to Make:

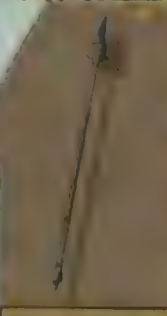
Iron lance = cypress stick + dagger

Use in Recipes:

Long spear = cypress stick + cypress stick + iron lance

LONG SPEAR

Buy: 1000
Sell: 450



Description: A long and heavy spear.

Attack: 50

Equipped by: Hero

Special: None

Buy: Simperton

Obtain: Orc king, Octavian sentry

Recipe to Make:

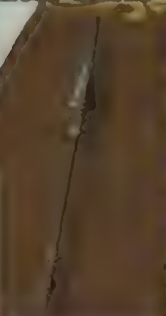
Long spear = cypress stick + cypress stick + iron lance

Use in Recipes:

Rusty lance = long spear + gold rosary

HOLY LANCE

Buy: 2000
Sell: 1550



Description: A holy spear that has received the blessing of the Goddess.

Attack: 39

Equipped by: Hero

Special: None

Buy: Arkham

Obtain: Bone Baron, Grim rider

Recipe to Make:

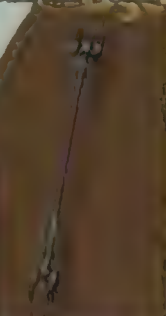
Holy lance = long spear + gold rosary

Use in Recipes:

None

BATTLE FORK

Buy: N/A
Sell: 1500



Description: An extremely rare trident that is said to belong on a giant's dinner table.

Attack: 42

Equipped by: Hero

Special: None

Find: Argonia (chest)

Obtain: Archdemon, Setal

Recipe to Make:

None

Use in Recipes:

Demoo spear = battle fork + poison needle + devil's tail

PARTISAN

Buy: 4000
Sell: 2200



Description: A spear-like that can be used for cutting as well as thrusting.

Attack: 44

Equipped by: Hero

Special: None

Buy: Argonia, Savella Cathedral

Recipe to Make:

None

Use in Recipes:

Sandstorm spear = partisan + saint's ashes

SANDSTORM SPEAR

Buy: 1500
Sell: 1100

Description: A spear that raises a sandstorm to blind enemies when used as an item during combat.

Attack: 67

Equipped by: Hero

Special: (When used in combat) may hit all enemies with a Daze spell effect.

Obtain: Alchemy only

Recipe to Make:

Sandstorm spear = partisan + wren's ashwa

Use in Recipes:

Ring of truth = sandstorm spear + gold ring

DEMON SPEAR

Buy: 1500
Sell: 12500

Description: A spear that adds probability if it hits the enemy's vitals.

Attack: 66

Equipped by: Hero

Special: May kill the enemy with a single hit.

Obtain: Alchemy only

Recipe to Make:

Demon spear = battle fork + poison needle + devil's tail

Use in Recipes:

None

HERO SPEAR

Buy: 1500
Sell: 15000

Description: A hero's spear that restores some of its wielder's HP when used in combat.

Attack: 100

Equipped by: Hero

Special: Recovers a percentage of damage dealt as MP.

Received: Monster Arena Prize (Rank A)

Recipe to Make:

None

Use in Recipes:

None

BOOMERANGS

METAL KING SPEAR

Buy: 1500
Sell: 74000

Description: The most powerful spear. Capable of penetrating almost any material.

Attack: 120

Equipped by: Hero

Special: None

Find: unknown (chest)

Recipe to Make:

None

Use in Recipes:

Metal wing boomerang = metal king spear + razor wing boomerang

BOOMERANG

Buy: 420
Sell: 210

Description: A throwing weapon capable of killing multiple enemies in an instant.

Attack: 19

Equipped by: Hero

Special: Hits all enemies

Buy: Rarebury, Asanthia

Find: Peregrin Quay (chest)

Obtain: Spirit, Yabby

Recipe to Make:

None

Use in Recipes:

Reinforced boomerang = boomerang + iron nail

EDGED BOOMERANG

Buy: 1500
Sell: 400

Description: A metal boomerang with knife-like edges.

Attack: 77

Equipped by: Hero

Special: Hits all enemies

Buy: Asanthia, Neen

Find: Okura (chest)

Obtain: Dark star, Clayzee

Recipe to Make:

None

Use in Recipes:

Razor wing boomerang = edged boomerang + steel scythe + wing of bat

Spined armour = edged boomerang + mage armour

REINFORCED BOOMERANG

Buy: 1500
Sell: 640

Description: A slightly improved version of the boomerang.

Attack: 52

Equipped by: Hero

Special: Hits all enemies

Obtain: Alchemy only

Recipe to Make:

Reinforced boomerang = boomerang + iron nail

Use in Recipes:

None

RAZOR WING BOOMERANG

Buy: 1800
Sell: 1900

Description: A boomerang with frightfully sharp steel edges.

Attack: 42

Equipped by: Hero

Special: Hits all enemies

Buy: Argonia (during after DAAAR)

Obtain: Gryphon

Recipe to Make:

Razor wing boomerang = edged boomerang + steel scythe + wing of bat

Use in Recipes:

Metal wing boomerang = metal king spear + razor wing boomerang

SWALLOWTAIL

Buy: 5000
Sell: 1400

Description: A boomerang bearing a motif of two swallowtails.

Attack: 55

Equipped by: Hero

Special: Hits all enemies

Buy: Archia, GALLIA

Recipe to Make:

None

Use in Recipes:

Flametang boomerang = swallowtail + flame shield

FLAMETANG BOOMERANG

Buy: N/A
Sell: 7250

Description: A boomerang harnessing the power of the volcano.

Attack: 43

Equipped by: Hero

Special: Hits all enemies

Find: In Argonia (chest)

Recipe to Make:

Flametang boomerang = woodboat + flame shield

Use in Recipes:

Flame shield = flametang boomerang + maple shield

METAL WING BOOMERANG

Buy: N/A
Sell: 36000

Description: A special boomerang optimized for damaging metal enemies.

Attack: 90

Equipped by: Hero

Special: Hits all enemies. Deals damage to metal type enemies more easily.

Obtain: Alchemy only

Recipe to Make:

Metal wing boomerang = metal wing spear + razor wing boomerang

Use in Recipes:

None

AXES

STONE AXE

Buy: 550
Sell: 275

Description: A surprisingly primitive-looking axe sold in a weapon shop.

Attack: 20

Equipped by: Yungus

Special: None

Buy: Alexandria: Port Prospect

Find: Maacka Region (chest)

Obtain: Hood

Recipe to Make:

Stone axe = cypress stick + stone hardhat

Use in Recipes:

Stone hardhat = stone axe + pointy hat

GOLDEN AXE

Buy: N/A
Sell: 5000

Description: A beautiful axe forged from gold.

Attack: 27

Equipped by: Yungus

Special: None

Obtain: Alchemy only

Recipe to Make:

Golden axe = iron axe + gold nugget

Use in Recipes:

Moon axe = golden axe + moon's mercy
Ring axe = golden axe + flame crown

IRON AXE

Buy: 2000
Sell: 1000

Description: A thick and sturdy axe with a cast-iron head.

Attack: 18

Equipped by: Yungus

Special: None

Buy: Pukhram

Find: Argonia (cabinet)

Obtain: Berserker, Hoodlum, Tyrannosaurus

Recipe to Make:

Iron axe = farmer's scythe + farmer's scythe

Use in Recipes:

Golden axe = iron axe + gold nugget

BATTLE-AXE

Buy: 4300
Sell: 2150

Description: A large axe specially designed for combat.

Attack: 45

Equipped by: Yungus

Special: None

Buy: Argonia

Obtain: Zombie gladiator

Recipe to Make:

None

Use in Recipes:

Bandit axe = battle axe + thief's key

BANDIT AXE

Buy: N/A
Sell: 6500

Description: A large axe of the type typically carried by bandits.

Attack: 55

Equipped by: Yungus

Special: None

Received: from Denny Dave at Pukhram's Ark Market (after certain accomplishments)

Recipe to Make:

Bandit axe = battle axe + thief's key

Use in Recipes:

Bandit mail = bandit axe + bandit's grass skirt + heavy armour

MOON AXE

Buy: N/A
Sell: 10000

Description: A large axe in the shape of a crescent moon.

Attack: 60

Equipped by: Yungus

Special: None

Find: Argonia (chest)

Recipe to Make:

Moon axe = golden axe + moon's mercy

Use in Recipes:

None

KING AXE

Buy: 10000
Sell: 8500



Description: An expertly crafted axe richly engraved with magical runes.

Attack: 60

Equipped by: Yargus

Special: None

Buy: Onikiri, Tryan Quay

Recipe to Make:

King axe = golden axe + steel crown

Use in Recipes:

None

CONQUEROR'S AXE

Buy: N/A
Sell: 7500



Description: The world's strongest axe, once wielded by a barbarian king.

Attack: 105

Equipped by: Yargus

Special: None

Find: Howland Hill in Arcadia Region (chest)

Recipe to Make:

None

Use in Recipes:

Megaton hammer = conqueror's axe + über war hammer + onichakum

CLUBS

OAKEN CLUB

Buy: 110
Sell: 55



Description: A simple club fashioned from sturdy oak.

Attack: 7

Equipped by: Yargus

Special: None

Received: Yargus's starting equipment

Buy: Farebury, Alexandria

Find: Peregrin Quay (pot)

Obtain: Mischievous mole, Hammerhead, Khutaman kid

Recipe to Make:

None

Use in Recipes:

None

GIANT Mallet

Buy: 240
Sell: 120



Description: A giant wooden hammer of the sort often carried by monsters as well as humans.

Attack: 15

Equipped by: Yargus

Special: None

Buy: Farebury, Alexandria

Find: Arcadia (chest)

Obtain: Hammerhead, Browne, Waterlily, Faw pongo, Abominape, Cyclops

Recipe to Make:

None

Use in Recipes:

Sledgehammer = giant mallet + iron helmet + iron helmet

SLEDGEHAMMER

Buy: 1700
Sell: 900



Description: An enormous hammer made of iron.

Attack: 55

Equipped by: Yargus

Special: None

Buy: Semperton

Find: Kingdom of Trodain (chest)

Obtain: Troll

Recipe to Make:

Sledgehammer = giant mallet + iron helmet + iron helmet

Use in Recipes:

None

WAR HAMMER

Buy: 6500
Sell: 3400



Description: A steel hammer specially designed for combat.

Attack: 51

Equipped by: Yargus

Special: None

Buy: Argonne (during/after battle)

Recipe to Make:

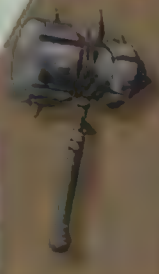
None

Use in Recipes:

Über war hammer = war hammer + mighty armlet

ÜBER WAR HAMMER

Buy: N/A
Sell: 16000



Description: An improved version of the war hammer conveying even greater attack power.

Attack: 69

Equipped by: Yargus

Special: None

Obtain: Alchemy only

Recipe to Make:

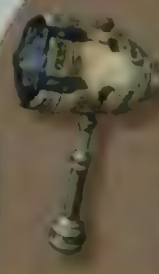
Über war hammer = war hammer + mighty armlet

Use in Recipes:

Megaton hammer = conqueror's axe + über war hammer + onichakum

MEGATON HAMMER

Buy: N/A
Sell: 55000



Description: A giant hammer that improves your chances of landing a critical hit.

Attack: 100

Equipped by: Yargus

Special: Increases chance of critical hit

Obtain: Alchemy only

Recipe to Make:

Megaton hammer = conqueror's axe + über war hammer + onichakum

Use in Recipes:

None

SCYTHES

FARMER'S SCYTHE

Buy: 1800
Sell: 600



Description: A large, run scythe of the type often used to cut grass and weeds.

Attack: 28

Equipped by: Yungus

Special: None

Buy: Port Prospect, Perigun Quay
Find: Puckham Region (coast)
Obtain: Run Scorpion, Iron Rhino, Poul anchor

Recipe to Make:
None

Use in Recipes:
Iron axe = farmer's scythe + farmer's scythe

STEEL SCYTHE

Buy: 1700
Sell: 1650



Description: A scythe designed specifically for combat.

Attack: 42

Equipped by: Yungus

Special: None

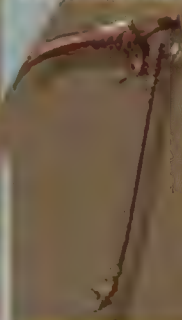
Buy: Backwater, Savella Cathedral, Fern
Obtain: Fallen priest

Recipe to Make:
None

Use in Recipes:
Razor wing boomerang = edged boomerang + steel scythe + wing all bar
Hell scythe = steel scythe + poison moth knife + Hades' helm

HELL SCYTHE

Buy: 9500
Sell: 5000



Description: An enormous scythe that may paralyze the enemies that it strikes.

Attack: 65

Equipped by: Yungus

Special: May paralyze enemies it hits.

Buy: Arcadia

Recipe to Make:
Hell scythe = steel scythe + poison moth knife + Hades' helm

Use in Recipes:
None

BARDICHE OF BINDING

Buy: N/A
Sell: 12000



Description: An enchanted weapon that can deprive its target of the ability to cast spells.

Attack: 85

Equipped by: Yungus

Special: Deals additional damage to demon enemies. May silence enemies it hits.

Received: Monster Arms Prize (Rank B)

Recipe to Make:
None

Use in Recipes:
None

HEAVY HATCHET

Buy: 15000
Sell: 15000



Description: An enormous hatchet capable of cutting down monsters where they stand.

Attack: 110

Equipped by: Yungus

Special: None

Buy: Tryan Gully

Recipe to Make:
None

Use in Recipes:
None

FLAILS

FLAIL OF FURY

Buy: N/A
Sell: N/A



Description: A present from Red, this flail is capable of hitting multiple enemies in a single swing.

Attack: 95

Equipped by: Yungus

Special: Hits all enemies in a group. Cannot be sold or dropped.

Received: Red's Den (after certain events).

Recipe to Make:
None

Use in Recipes:
None

FLAIL OF DESTRUCTION

Buy: N/A
Sell: 25000



Description: Scourges all enemies with a power beyond imagination.

Attack: 125

Equipped by: Yungus

Special: Hits all enemies.

Received: from Princess Minnie (in 10 months)

Recipe to Make:
None

Use in Recipes:
None



POISON NEEDLE

Buy: 1900

Sell: 1000

Description: Capable of killing an enemy with a single well-aimed strike.

Attack: 0

Equipped by: Jessica

Special: Always deals only 1 damage unless the player has poison immunity (single hit).

Buy: Succat

Obtain: Venom wrap, Death scorpion

Recipe to Make:

None

Use in Recipes:

Demon spear = battle fork + poison needle + devil's tail
Assassin's dagger = poison needle + eagle dagger
Ring of immunity = poison needle + gold ring

BRONZE KNIFE

Buy: 150

Sell: 75

Description: A small knife forged from bronze.

Attack: 9

Equipped by: Jessica

Special: None

Buy: Peregrin Quay

Find: Ferry (chest), Uncharted Island (west of Nevada Abbey) (chest)

Obtain: Shadow

Recipe to Make: None

Use in Recipes:

Thief's key = bronze knife + iron nail
Copper sword = bronze knife + bronze knife
Bronze shield = bronze knife + leather shield
Bronze helmet = bronze knife + bronze knife + stone hairband

DAGGER

Buy: 150

Sell: 75

Description: A long-bladed knife designed for combat.

Attack: 10

Equipped by: Jessica

Special: None

Buy: Ascantha

Find: Farebury (chest)

Obtain: Clockwork cuckoo, Riptide

Recipe to Make:

None

Use in Recipes:

Iron lance = cypress stick + dagger

POISON MOTH KNIFE

Buy: 950

Sell: 475

Description: Features a blade coated with the poison of a moth that can paralyze enemies.

Attack: 20

Equipped by: Jessica

Special: May paralyze enemies if hits.

Buy: Puckham

Find: Arcadia (cabinets)

Obtain: Hell hornet, Canada killer

Recipe to Make:

None

Use in Recipes:

Hell scythe = steel scythe + poison moth knife + Hades' helm
Full moon ring = poison moth knife + gold ring

FALCON KNIFE

Buy: 1200

Sell: 600

Description: A magical dagger that binds its user the ability to attack twice in rapid succession.

Attack: 34

Equipped by: Jessica

Special: Attack twice

Buy: Argonia (during after battle) Urubak

Recipe to Make:

Falcon knife = tough guy tattoo + three earrings + agony ring

Use in Recipes:

None

ASSASSIN'S DAGGER

Buy: N/A

Sell: 1250

Description: A compact knife made especially for assassins.

Attack: 17

Equipped by: Jessica

Special: None

Find: Arcadia Region (chest)

Obtain: Jumping jackal, Jackal upper, Uuno, Archdemon

Recipe to Make:

Assassin's dagger = poison needle + eagle dagger

Use in Recipes:

Imp knife = assassin's dagger + devil's tail

EAGLE DAGGER

Buy: 1900

Sell: 1900

Description: A short sword with a blade as sharp as an eagle's talon.

Attack: 19

Equipped by: Jessica

Special: None

Buy: Saveto Cathedral

Find: W Argonia (chest)

Obtain: Hades condor, Elysium bird

Recipe to Make:

None

Use in Recipes:

Assassin's dagger = poison needle + eagle dagger

IMP KNIFE

Buy: N/A

Sell: 2250

Description: A knife capable of stealing MP from the targets it strikes.

Attack: 52

Equipped by: Jessica

Special: May absorb MP from enemies you hit

Obtain: Archery only

Recipe to Make:

Imp knife = assassin's dagger + devil's tail

Use in Recipes:

None

ICE DIRT

Buy: N/A

Sell: 4000

Description: A short sword with a blade of ice. Generates a blizzard when used as an attacking buffer.

Attack: 52

Equipped by: Jessica

Special: Generates blizzard-type damage to target when used in combat with 3 or more enemy group

Find: Herb (caves) (chest), Black (ruler) (barrel)

Recipe to Make:

None

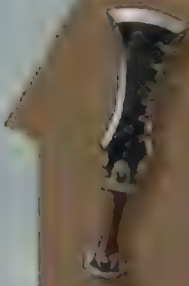
Use in Recipes:

Blizzard blade = bastard sword + ice dirt + cold cheese
Ice shield = ice dirt + magic shield

WHIPS

SWORD BREAKER

Buy: 1950
Sell: 1750



Description: A special whip with a sword edge designed to trip and break the blades of an opponent's sword.

Attack: 56

Equipped by: Jessica

Special: None

Buy: Arcadia

Recipe to Make:
None

Use in Recipes:
None

LEATHER WHIP

Buy: N/A
Sell: 25



Description: A whip made from tanned leather. Capable of hitting multiple enemies in a single lash.

Attack: 6

Equipped by: Jessica

Special: Hits each enemy in a group.

Received: Jessica's starting equipment

Find: Pickham Region (chest)

Obtain: Terror Abby, King Squid

Recipe to Make:
Leather whip = devil's tail + sand's ashes

Use in Recipes:
Snakeskin whip = leather whip + scale shield
Leather kilt = leather whip + tundra

THORN WHIP

Buy: 150
Sell: 125



Description: A whip covered in thorns. Capable of hitting multiple enemies in a single lash.

Attack: 14

Equipped by: Jessica

Special: Hits each enemy in a group.

Buy: Perseus Quay, Simpleton

Obtain: Dragonborn, Redtail bipster, Snapdragon

Recipe to Make:
None

Use in Recipes:
None

SNAKESKIN WHIP

Buy: N/A
Sell: 1250



Description: A whip made from snake skins. Capable of hitting multiple enemies in a single lash.

Attack: 25

Equipped by: Jessica

Special: Hits each enemy in a group.

Obtain: Evert, Poison evert

Recipe to Make:
Snakeskin whip = leather whip + scale shield

Use in Recipes:
Dragontail whip = snakeskin whip + dragon scale + dragon scale

CHAIN WHIP

Buy: 2200
Sell: 1800



Description: A whip made from sturdy metal chain. Capable of hitting multiple enemies in a single lash.

Attack: 52

Equipped by: Jessica

Special: Hits each enemy in a group.

Buy: Argus (during after battle), Iven

Obtain: Main rover, Frost wyrm

Recipe to Make:
None

Use in Recipes:
Hunter's bow = chain whip + short bow
Chain mail = chain whip + wayfarer's clothes

DRAGONTAIL WHIP

Buy: N/A
Sell: 2450



Description: A whip made from the bones of a dragon's tail.

Attack: 47

Equipped by: Jessica

Special: Hits each enemy in a group.

Obtain: Alchemy only

Recipe to Make:
Dragontail whip = snakeskin whip + dragon scale + dragon scale

Use in Recipes:
None

SPIKED STEEL WHIP

Buy: 4300
Sell: 4100



Description: A powerful whip covered in painful looking steel barbs.

Attack: 62

Equipped by: Jessica

Special: Hits each enemy in a group.

Buy: Okutsu

Find: Red's Den (chest)

Obtain: Snapdragon

Recipe to Make:
None

Use in Recipes:
None

DEMON WHIP

Buy: N/A
Sell: 1500



Description: A magical whip surrounded by an air of danger.

Attack: 72

Equipped by: Jessica

Special: Hits each enemy in a group. Causes wander when equipped, wielder is unable to move in first turn of combat.

Find: Gure (Lodard's tower chest)

Obtain: Helltaker

Recipe to Make:
Demon whip = scourge whip + devil's tail

Use in Recipes:
Scourge whip = demon whip + saint's ashes

SCOURGE WHIP

Buy: N/A
Sell: 9250



Description: A fearsome powerful whip that bursts its target with explosive force.

Attack: 99

Equipped by: Jessica

Special: Hits each enemy in a group.

Obtain: Alchemy only

Recipe to Make:
Scourge whip = demon whip + saint's ashes

Use in Recipes:
Demon whip = scourge whip + devil's tail

STAVES

GRINGHAM WHIP

Buy: N/A

Sell: 1000

Description: A legendary whip. Capable of hitting all enemies in a single lash.

Attack: 127

Equipped by: Jessica

Special: Hits all enemies.

Token Trade: Baccarat (200,000 tokens)

Recipe to Make:
None

Use in Recipes:
None

WIZARD'S STAFF

Buy: 1500

Sell: 650

Description: Launches tiny fireballs at enemies when used as an item in battle.

Attack: 15

Equipped by: Jessica, Angelo

Special: When used in combat, casts fire at a single target for 11-23 points of damage.

Buy: Ascaltha, Simpton
Find: Washer's Peak (chest), Arcadia (relics)

Obtain: Lump mage, Witch, Lump Shaman, Lump wizard, Demian, Thunderer, Siren

Recipe to Make: None

Use in Recipes:
Magma staff = wizard's staff + rockbomb shard
Staff of antimagic = wizard's staff + rune staff

LIGHTNING STAFF

Buy: N/A

Sell: 2500

Description: Hurls vicious thunderbolts at the enemy when used as an item in battle.

Attack: 24

Equipped by: Jessica, Angelo

Special: When used in combat, casts lightning on enemy group for 19-58 points of damage.

Find: W Argonia (chest)

Recipe to Make:
None

Use in Recipes:
None

MAGMA STAFF

Buy: N/A

Sell: 2500

Description: Showers all enemies with burning magma when used as an item in battle.

Attack: 20

Equipped by: Jessica, Angelo

Special: When used in combat, casts bang on all enemies for 20-60 points of damage.

Obtain: Alchemy only

Recipe to Make:
Magma staff = wizard's staff + rockbomb shard

Use in Recipes:
None

RUNE STAFF

Buy: N/A

Sell: 1500

Description: Raises the defense of all allies when used as an item in battle.

Attack: 50

Equipped by: Jessica, Angelo

Special: When used in combat, adds 1000 to raise the defense of all party members.

Token Trade: Pickham (5000 tokens)

Find: Pickham (chest)

Obtain: Wright priest

Recipe to Make: None

Use in Recipes:
Shamshir of light = rune staff + light shield + shimmering dress
Staff of antimagic = wizard's staff + rune staff
Staff of resurrection = Yggdrasil leaf + rune staff + life beater

STAFF OF DIVINE WRATH

Buy: N/A

Sell: 2500

Description: Awakens an enormous whirlwind at the enemy when used as an item in battle.

Attack: 15

Equipped by: Jessica, Angelo

Special: When used in combat, casts Swirlwind on enemy group for 10 and sends all to danger.

Received: Ireen, Princess Minnie, 14 members
Obtain: Linquern

Recipe to Make:
None

Use in Recipes:
None

STAFF OF ANTIMAGIC

Buy: N/A

Sell: 5000

Description: Prevents an enemy from casting spells when used as an item in battle.

Attack: 41

Equipped by: Jessica, Angelo

Special: When used in combat, casts freeze on an enemy group.

Find: Irian Gully (chest)

Recipe to Make:
Staff of antimagic = wizard's staff + rune staff

Use in Recipes:
None

STAFF OF RESURRECTION

Buy: 4500

Sell: 2250

Description: May raise a fallen ally from the dead when used as an item in battle.

Attack: 77

Equipped by: Jessica, Angelo

Special: When used in combat, casts Zing on ally (50% chance of resurrection).

Buy: Irian Gully

Recipe to Make:
Staff of resurrection = Yggdrasil leaf + rune staff + life beater

Use in Recipes:
None

MAGICAL MACE

Buy: 5500

Sell: 4500

Description: Recovered 1/20th MP from the enemies it hits.

Attack: 75

Equipped by: Jessica, Angelo

Special: May absorb MP from enemies vs. hit.

Buy: Empyechu, Dark Empyechu
Find: Isolated Plateau (chest)

Recipe to Make:
None

Use in Recipes:
Magical skirt = magical mace + bandit's grass skirt + magical hat

Bows

SHORT BOW

Buy: 750

Sell: 175

Description: A light and easy-to-handle bow for novice archers.

Attack: 25

Equipped by: Angelo

Special: None

Buy: Ascartha

Obtain: Bodun bowyer

Recipe to Make:
None

Use in Recipes:
Hunter's bow = chain whip + short bow

HUNTER'S BOW

Buy: 1200

Sell: 350

Description: A standard bow popular among adventurers for its blend of power and convenience.

Attack: 30

Equipped by: Angelo

Special: None

Buy: Pickham

Obtain: Hunter mech, Bodun fletcher

Recipe to Make:
Hunter's bow = chain whip + short bow
Hunter's bow = cypress stick + cypress stick + dremethring

Use in Recipes:
Eros' bow = Hunter's bow + garth

EROS' BOW

Buy: 1400

Sell: 500

Description: A bow of Alchemists that fires arrows which can confuse their target.

Attack: 45

Equipped by: Angelo

Special: May confuse enemies if hit.

Obtain: Alchemy only

Recipe to Make:
Eros' bow = Hunter's bow + garth

Use in Recipes:
Cheiron's bow = Eros' bow + power shield
Odin's bow = Eros' bow + Cheiron's bow + great bow

CHEIRON'S BOW

Buy: 1600

Sell: 450

Description: When used in an item in battle, this bow restores 30 or more HP to allies.

Attack: 45

Equipped by: Angelo

Special: When used in combat, each party member recovers around 50 HP.

Find: Rydon's Tower (chest)

Recipe to Make:
Cheiron's bow = Eros' bow + power shield

Use in Recipes:
Odin's bow = Eros' bow + Cheiron's bow + great bow

GREAT BOW

Buy: 2500

Sell: 800

Description: An enormous bow designed to fire special arrows with tremendous force.

Attack: 95

Equipped by: Angelo

Special: None

Buy: Tryan Gully

Recipe to Make:
None

Use in Recipes:
Odin's bow = Eros' bow + Cheiron's bow + great bow

ODIN'S BOW

Buy: 1400

Sell: 400

Description: An extraordinarily powerful bow with a great deal of capacity for devastation.

Attack: 125

Equipped by: Angelo

Special: None

Obtain: Alchemy only

Recipe to Make:
Odin's bow = Eros' bow + Cheiron's bow + great bow

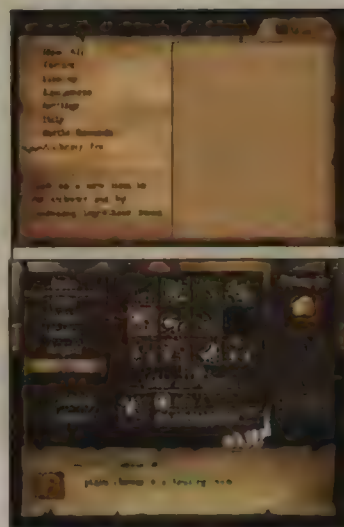
Use in Recipes:
None

ALCHEMY POT RECIPES



It takes King Trode time to work out the kinks in the alchemy pot, so it doesn't become available until you've completed the first couple of tasks. When you get it, the "Alchemy Pot" option is added to the list in the Misc. menu tab. From the alchemy screen, you can scroll through each character's personal inventory as well as the contents of the bag in search of ingredients. Usable items are displayed normally. If an item's name is grayed out, it is unavailable either because the item is equipped by a character or unusable in any recipes.

When you first receive the alchemy pot, it can only handle two ingredients. At a later point in the quest, it is upgraded to handle three items, allowing for more complex recipes.



ALCHEMY POT RECIPES

THE MIXING PROCESS

If the chosen ingredients don't form a working recipe, the pot spits them back out. If the ingredients can form a new item, however, the pot will require time to work. The amount of time varies, based primarily on the value of the item being created. It won't take long to turn a pair of medicinal herbs into strong medicine, but making a weapon or armament worth 10,000+ gold coins will take much longer.

You won't always have access to the alchemy pot. For example, the wagon stays behind when you enter a dungeon. Additionally, you won't have access to it at certain points in the storyline. The mixing continues whether you're near the pot or not, so put in more time-consuming recipes before entering dungeon areas.

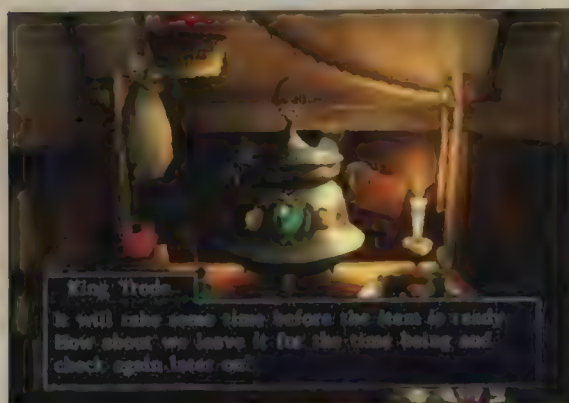
The duration of the alchemical process is based not on actual time, but on the number of footsteps you take. Travelling by sabrecat or ship will not speed up the process, but walking on the field will make the mixing process go about 50% faster than it does when walking in towns or dungeons. Note that you just need to walk; you don't actually have to go anywhere.



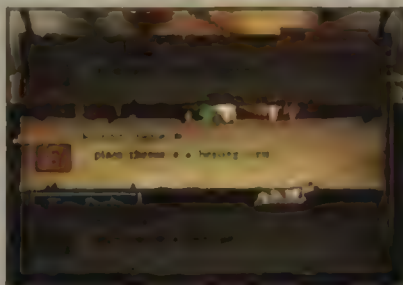
FINDING RECIPE HINTS

You can craft new items from all sorts of different ingredients. Occasionally, it's as simple as mixing two weapons to make a more powerful weapon of the same type, but you'll usually need to think a little more creatively. Try combining weapons with armour and accessories for better results.

For the most part, recovery items can only be combined with other recovery items but there are a few times when a recovery item can be mixed with a weapon or armament. Also, pay special attention to items that have no function; these may exist solely as alchemy pot ingredients and are often a requirement for the game's best recipes.



It is not possible to make every item in a single game. Some recipes require unique ingredients, of which only one may exist. Before you make a recipe that includes an ingredient that can't be easily purchased or remade from available ingredients, you may want to save your game just in case the resultant item is not worth the sacrifice.



NOTEWORTHY INGREDIENTS

Fresh milk and rennet powder: These are the basic ingredients for making cheese.

Moulds: These are used exclusively to flavour cheeses.

Metals and minerals: Rare materials like gold nuggets and orichalcum are used primarily for making exceptional weapons and armaments.

Monster parts: Items like magic beast hides, wings of bat and dragon scales add a touch of their source's nature to recipes.

Dung: Cowpats and dragon dung may ruin some recipes, but they occasionally work to your advantage.

CURSING AND PURIFYING ITEMS

Saint's ashes and devil's tails appear frequently in recipes. These items work to purify cursed items and curse purified items, respectively. Whenever an item has an air of danger around it, you can try dropping it in the alchemy pot with saint's ashes to remove the curse and reveal a new item. You'll find more cursed items than saint's ashes, however, so use them sparingly.



Devil's tails are a bit harder to use. Just because you can use them in a recipe doesn't mean you should; they'll often ruin perfectly good items by cursing them. But certain weapons and types of armour can benefit from the taint of evil. As a general rule, the devil's tail will have a positive effect when it's one of three ingredients, but not when it's one of two (the imp knife is an exception).

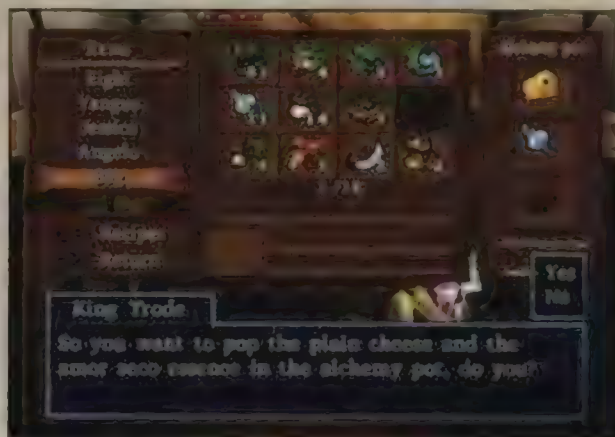
POTENTIAL PERILS OF ALCHEMY

Just because a recipe works doesn't mean it will work to your advantage. While most recipes create an item that is better than its constituent ingredients, this is not always the case. Be very careful of recipes that involve magic beast hides or devil's tails, since these can often ruin or curse items. However, either can be a great asset when used in the right recipe.

ARTISAN CHEESES AND FOR-PROFIT ALCHEMY

Once you get the hang of alchemy, you should keep the alchemy pot running full time, even if you don't particularly want the items it produces. Many items are worth more than the sum of their ingredients, so you can purchase cheap ingredients, whip up items and sell them for gold coins.

This is true of many weapons and armaments, but no item is as profitable as cheese. The constituent ingredients in cheese are fresh milk, rennet powder, rock salt, and moulds, all of which can be found frequently and, later on, purchased for small sums. Hard cheese, soft cheese, and chunky cheese all sell for around 500 gold coins and require ingredients with barely one-tenth of that cost.



Other highly profitable items, which require easily purchasable ingredients to make, include strong medicines, mystifying mixtures, and turbans. Much later in the game, you can clear a 10,000 gold coins profit from a two-stage recipe: Make white shields out of light shield and fresh milk, then buy mirror shields in Tryan Gully to make high value saintess shields.

Plain cheese = fresh milk + rennet powder

Hard cheese = plain cheese + rock salt

Soft cheese = fresh milk + rennet powder + rock salt

Chunky cheese = plain cheese + magic water

Strong medicine = medicinal herb + medicinal herb

INGREDIENT COST: 16 GOLD COINS
RESALE VALUE: 88 GOLD COINS

Turban = bandana + bandana

INGREDIENT COST: 90 GOLD COINS
RESALE VALUE: 205 GOLD COINS

Mystifying mixture = medicinal herb + antidotal herb + moonwort bulb

INGREDIENT COST: 48 GOLD COINS
RESALE VALUE: 280 GOLD COINS

Saintess shield = white shield + mirror shield + holy water

INGREDIENT COST: 17330 GOLD COINS
RESALE VALUE: 28000 GOLD COINS

Recipe List



USABLE ITEMS

-  **Strong medicine** = medicinal herb + medicinal herb
-  **Special medicine** = strong medicine + strong medicine
-  **Rose-root** = medicinal herb + medicinal herb + medicinal herb
-  **Rose-root** = strong medicine + medicinal herb
-  **Amor seco essence** = holy water + strong medicine
-  **Strong antidote** = medicinal herb + antidotal herb
-  **Special antidote** = strong antidote + strong antidote
-  **Special antidote** = medicinal herb + antidotal herb + antidotal herb
-  **Rose-wort** = medicinal herb + medicinal herb + moonwort bulb
-  **Rose-wort** = strong medicine + moonwort bulb
-  **Moon's mercy** = moonwort bulb + moonwort bulb + moonwort bulb
-  **Lesser panacea** = special medicine + special medicine
-  **Greater panacea** = special medicine + special medicine + special medicine
-  **Greater panacea** = lesser panacea + rose-root + rose-wort
-  **Yggdrasil dew** = Yggdrasil leaf + magic water
-  **Magic water** = holy water + seed of magic
-  **Elfin elixir** = Yggdrasil dew + magic water
-  **Holy water** = amor seco essence + rock salt
-  **Chimaera wing** = wing of bat + wing of bat
-  **Mystifying mixture** = holy water + wing of bat + cowpat
-  **Mystifying mixture** = medicinal herb + antidotal herb + moonwort bulb
-  **Sage's stone** = gold nugget + orichalcum + Yggdrasil dew
-  **Timbrel of tension** = sun crown + tough guy tattoo + magic beast hide

CHEESES

-  **Plain cheese** = fresh milk + rennet powder
-  **Plain cheese** = scorching cheese + c-c-cold cheese
-  **Spicy cheese** = plain cheese + red mould
-  **Super spicy cheese** = spicy cheese + nook grass
-  **Super spicy cheese** = spicy cheese + red mould + red mould
-  **Scorching cheese** = super spicy cheese + premium mould + dragon dung
-  **Cool cheese** = plain cheese + waterweed mould
-  **Chilly cheese** = cool cheese + waterweed mould
-  **Cold cheese** = chilly cheese + waterweed mould + waterweed mould
-  **C-c-cold cheese** = cold cheese + premium mould + dragon dung
-  **Mild cheese** = plain cheese + amor seco essence
-  **Cured cheese** = fresh milk + premium mould + amor seco essence
-  **Angel cheese** = fresh milk + premium mould + Yggdrasil dew
-  **Hard cheese** = plain cheese + rock salt
-  **Soft cheese** = fresh milk + rennet powder + rock salt
-  **Chunky cheese** = plain cheese + magic water
-  **Highly-strung cheese** = super spicy cheese + cold cheese + rock salt

INGREDIENTS






-  **Premium mould** = red mould + waterweed mould + Yggdrasil leaf
-  **Thief's key** = bronze knife + iron nail

ALCHEMY POT
RECIPES





SWORDS

-  **Copper sword** = bronze knife + bronze knife
-  **Rusty old sword** = liquid metal sword + mystifying mixture + cowpat
-  **Holy silver rapier** = Templar's sword + holy talisman
-  **Über falcon blade** = falcon blade + meteorite bracer
-  **Fallen angel rapier** = holy silver rapier + devil's tail + wing of bat
-  **Zombie slayer** = zombiesbane + holy talisman
-  **Double-edged sword** = über double-edge + devil's tail
-  **Über double-edge** = double-edged sword + saint's ashes + saint's ashes
-  **Mercury's rapier** = fallen angel rapier + Mercury's bandana + Mercury's bandana
-  **Dragon slayer** = dragonsbane + mighty armlet
-  **Blizzard blade** = bastard sword + icicle dirk + cold cheese
-  **Über miracle sword** = miracle sword + life bracer
-  **Shamshir of light** = rune staff + light shield + shimmering dress
-  **Liquid metal sword** = rusty old sword + slime crown + orichalcum

SPEARS

-  **Iron lance** = cypress stick + dagger
-  **Long spear** = cypress stick + cypress stick + iron lance
-  **Holy lance** = long spear + gold rosary
-  **Sandstorm spear** = partisan + saint's ashes
-  **Demon spear** = battle fork + poison needle + devil's tail

BOOMERANGS

-  **Reinforced boomerang** = boomerang + iron nail
-  **Razor wing boomerang** = edged boomerang + wing of bat + steel scythe
-  **Flametang boomerang** = swallowtail + flame shield
-  **Metal wing boomerang** = razor wing boomerang + metal king spear


AXES

-  **Stone axe** = stone hardhat + cypress stick
-  **Golden axe** = iron axe + gold nugget
-  **Iron axe** = farmer's scythe + farmer's scythe
-  **Bandit axe** = battle-axe + thief's key
-  **Moon axe** = golden axe + moon's mercy
-  **King axe** = golden axe + slime crown




HAMMERS

-  **Sledgehammer** = giant mallet + iron helmet + iron helmet
-  **Über war hammer** = war hammer + mighty armlet
-  **Megaton hammer** = über war hammer + conquerer's axe + orichalcum






SCYTHES

-  **Hell scythe** = steel scythe + poison moth knife + Hades' helm




DAGGERS

-  **Falcon knife** = slime earrings + tough guy tattoo + agility ring
-  **Assassin's dagger** = eagle dagger + poison needle
-  **Imp knife** = assassin's dagger + devil's tail






WHIPS

-  **Leather whip** = devil's tail + saint's ashes
-  **Snakeskin whip** = leather whip + scale shield
-  **Dragontail whip** = snakeskin whip + dragon scale + dragon scale
-  **Demon whip** = scourge whip + devil's tail
-  **Scourge whip** = demon whip + saint's ashes


STAVES

-  **Magma staff** = wizard's staff + rockbomb shard
-  **Staff of antimagic** = wizard's staff + rune staff
-  **Staff of resurrection** = rune staff + life bracer + Yggdrasil leaf

BOWS

-  **Hunter's bow** = short bow + chain whip
-  **Hunter's bow** = cypress stick + cypress stick + strength ring
-  **Eros' bow** = hunter's bow + garter
-  **Cheiron's bow** = Eros' bow + power shield
-  **Odin's bow** = Cheiron's bow + Eros' bow + great bow

ARMOUR

-  **Wayfarer's clothes** = plain clothes + plain clothes
-  **Boxer shorts** = bandit's grass skirt + bandana
-  **Leather armour** = wayfarer's clothes + magic beast hide
-  **Leather kilt** = leather whip + bandana
-  **Leather kilt** = boxer shorts + magic beast hide
-  **Templar's uniform** = wayfarer's clothes + Templar's shield
-  **Leather dress** = dancer's costume + magic beast hide
-  **Scale armour** = leather armour + dragon scale
-  **Chain mail** = wayfarer's clothes + chain whip
-  **Bronze armour** = chain mail + bronze shield
-  **Iron cuirass** = iron shield + iron shield
-  **Fur poncho** = magic beast hide + magic beast hide
-  **Robe of serenity** = cloak of evasion + boxer shorts
-  **Bunny suit** = silk bustier + bunny tail
-  **Zombie mail** = silver mail + zombiesbane
-  **Zombie mail** = platinum mail + devil's tail
-  **Silver cuirass** = iron cuirass + silver platter + silver platter
-  **Sage's robe** = magic vestment + scholar's cap
-  **Magical skirt** = bandit's grass skirt + magical hat + magical mace
-  **Magic armour** = full plate armour + prayer ring + ruby of protection
-  **Dancer's mail** = silver mail + dancer's costume
-  **Dragon mail** = silver mail + dragon scale + dragon scale
- **Shimmering dress** = spangled dress + ruby of protection + gold bracer

ARMOUR (CONT.)

-  **Spiked armour** = magic armour + edged boomerang
-  **Platinum mail** = zombie mail + saint's ashes
-  **Angel's robe** = flowing dress + magical skirt
-  **Bandit mail** = heavy armour + bandit axe + bandit's grass skirt
-  **Crimson robe** = sage's robe + magic water + nook grass
-  **Dark robe** = cloak of evasion + devil's tail + wing of bat
-  **Mirror armour** = silver mail + mirror shield + mirror shield
-  **Princess's robe** = angel's robe + gold rosary + shimmering dress
-  **Gigant armour** = bandit mail + mighty armet + mighty armet
-  **Divine bustier** = dangerous bustier + shimmering dress
-  **Metal king armour** = liquid metal armour + slime crown + orichalcum

SHIELDS

-  **Leather shield** = pot lid + magic beast hide
-  **Scale shield** = leather shield + dragon scale
-  **Bronze shield** = leather shield + bronze knife
-  **Templar's shield** = iron shield + Templar's uniform
-  **White shield** = light shield + fresh milk + fresh milk
-  **White shield** = iron shield + silver platter
-  **Magic shield** = steel shield + prayer ring + ruby of protection
-  **Dragon shield** = steel shield + dragon scale + dragon scale
-  **Ice shield** = magic shield + icicle dirk
-  **Flame shield** = magic shield + flametang boomerang
-  **Power shield** = magic shield + strength ring + cured cheese
-  **Saintess shield** = mirror shield + white shield + holy water
-  **Silver shield** = mirror shield + amor seco essence + magic water
-  **Ruinous shield** = metal king shield + devil's tail
-  **Thanatos' shield** = goddess shield + devil's tail
-  **Goddess shield** = Thanatos' shield + saint's ashes
- **Metal king shield** = ruinous shield + saint's ashes + orichalcum

ALCHEMY POT
MILKING

HELMETS

-  **Pointy hat** = leather hat + iron nail
-  **Turban** = bandana + bandana
-  **Feathered cap** = leather hat + chimaera wing
-  **Bunny ears** = hairband + bunny tail
-  **Stone hardhat** = stone axe + pointy hat
-  **Fur hood** = feathered cap + fur poncho
-  **Hermes' hat** = feathered cap + Mercury's bandana
-  **Bronze helmet** = stone hardhat + bronze knife + bronze knife
-  **Mercury's bandana** = bandana + agility ring
-  **Silver tiara** = coral hairpin + silver platter
-  **Happy hat** = feathered cap + elevating shoes
-  **Scholar's cap** = magical hat + scholar's specs
-  **Hades' helm** = mythril helm + devil's tail
-  **Thinking cap** = scholar's cap + iron headgear
-  **Mythril helm** = Hades' helm + saint's ashes
-  **Raging bull helm** = mythril helm + cowpat + fresh milk
-  **Golden tiara** = thinking cap + silver tiara + gold nugget
-  **Phantom mask** = iron headgear + dark robe
-  **Skull helm** = sun crown + devil's tail
-  **Sun crown** = skull helm + saint's ashes

IS THAT ALL?

For those who are willing to experiment, there may just be some other recipes available. Invest some time with the alchemy pot and you may uncover something special!


ACCESSORIES

-  **Strength ring** = prayer ring + seed of strength
-  **Titan belt** = leather kilt + strength ring
-  **Mighty armlet** = strength ring + titan belt
-  **Life bracer** = recovery ring + gold bracer
-  **Prayer ring** = gold ring + seed of magic
-  **Ring of truth** = gold ring + sandstorm spear
-  **Ring of immunity** = gold ring + poison needle
-  **Holy talisman** = tough guy tattoo + holy water + gold rosary
-  **Full moon ring** = gold ring + poison moth knife
-  **Ring of awakening** = gold ring + dream blade
-  **Ring of clarity** = gold ring + fallen angel rapier
-  **Recovery ring** = prayer ring + seed of life
-  **Catholicon ring** = full moon ring + ring of truth + ring of immunity
-  **Ruby of protection** = prayer ring + seed of defence
-  **Elevating shoes** = fishnet stockings + happy hat
-  **Agility ring** = prayer ring + seed of agility
-  **Meteorite bracer** = agility ring + agility ring + orichalcum
-  **Skull ring** = sorcerer's ring + devil's tail
-  **Sorcerer's ring** = skull ring + saint's ashes + saint's ashes
-  **Scholar's specs** = ring of awakening + ring of clarity + seed of wisdom
-  **Goddess ring** = recovery ring + orichalcum

MONSTER APPENDIX

This appendix contains detailed statistical information for each of the game's 260 normal monsters. They're presented in numerical order, as in the game's Battle Records menu. If you can find and defeat all of them, you'll complete the Battle Records screen and earn a prize. Note that we can't show certain bosses here, lest we spoil the surprise.

1: SLIME




Description: A well-known monster commonly encountered throughout the world. Quite intelligent. Some have even managed to learn the human tongue.

HP	7
MP	0
EXP	1
Drop	10
Defence	6

NORMAL ITEM: Medicinal herb
RARE ITEM: Amor seco essence
REGIONS: Farebury Region, Kingdom of Trodain, Waterfall Cave, Isolated Plateau, Unnamed Isle, Baccarat Region, Areas Accessible By Air

7: BUNICORN




Description: A rabbit-like monster with a distinctive single horn growing from the middle of its forehead. Unlike normal rabbits, they are determinedly carnivorous, using their sharp horns to spear prey.

HP	16
MP	0
EXP	5
Drop	13
Defence	10

NORMAL ITEM: Leather hat
RARE ITEM: Bunny tail
REGIONS: Farebury Region

2: CANDY CAT




Description: A happy-go-lucky, good-natured monster. Born with only one stripe, it grows another with each passing year.

HP	10
MP	0
EXP	2
Drop	11
Defence	9

NORMAL ITEM: Medicinal herb
RARE ITEM: Bandit's grass skirt
REGIONS: Farebury Region, Kingdom of Trodain, Areas Accessible By Air

8: SHE-SLIME




Description: Slimes of a different colour, apparently due to a sudden mutation. Although commonly referred to as 'she-slimes', their true gender remains unknown.

HP	18
MP	0
EXP	8
Drop	16
Defence	15

NORMAL ITEM: Medicinal herb
RARE ITEM: Slime earrings
REGIONS: Maella Region, Kingdom of Ascantha, Areas Accessible By Air

3: LIPS




Description: A slug-like creature with distinctively large lips. They seem to greet one another with big, sloppy kisses!

HP	11
MP	0
EXP	2
Drop	12
Defence	8

NORMAL ITEM: Medicinal herb
RARE ITEM: Moonwort bulb
REGIONS: Farebury Region

9: FIRESPIRIT




Description: A physical manifestation of fire magic. As this monster lacks a material body, most physical attacks pass right through it. Try raising your tension when fighting them.

HP	14
MP	3
EXP	5
Drop	9
Defence	9

NORMAL ITEM: Holy water
RARE ITEM: Amor seco essence
REGIONS: Farebury Region, Waterfall Cave

4: DRACKY




Description: A bat-like monster that flies freely through the night sky. According to one account, they're born in a world without light.

HP	10
MP	0
EXP	2
Drop	12
Defence	9

NORMAL ITEM: Medicinal herb
RARE ITEM: Chimaera wing
REGIONS: Farebury Region, Kingdom of Trodain, Waterfall Cave, Isolated Plateau, Godbird's Eyrie

10: MISCHIEVOUS MOLE




Description: Small but seriously strong. Once they psyche themselves up, these pint-sized pests can inflict some serious damage.

HP	15
MP	0
EXP	4
Drop	14
Defence	12

NORMAL ITEM: Medicinal herb
RARE ITEM: Oakan club
REGIONS: Land of the Moles, Waterfall Cave, Beneath Ascantha, Mole Hole

5: SATYR




Description: The large horns above each ear fall off and grow back every year. The hornpipes they carry are carved from their old horns.

HP	13
MP	0
EXP	3
Drop	14
Defence	9

NORMAL ITEM: Plain clothes
RARE ITEM: Wayfarer's clothes
REGIONS: Farebury Region

11: MECHA-MYNAB




Description: The mechanical bodies of these birds weigh more than Yangu after a big dinner! They have a tendency to snap the tree branches where they roost and fall to earth with a metallic clunk.

HP	9
MP	4
EXP	5
Drop	17
Defence	27

NORMAL ITEM: Pot lid
RARE ITEM: Chimaera wing
REGIONS: Farebury Region, Alexandria Region, Waterfall Cave

6: CAPSICHUM

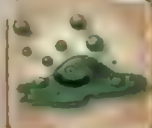


Description: A distinctive monster shaped like a pepper. In their culture, two is always better than one, so they stick together with the help of a large skewer!

HP	15
MP	4
EXP	3
Drop	12
Defence	10

NORMAL ITEM: Cypress stick
RARE ITEM: Copper sword
REGIONS: Farebury Region

12: BUBBLE SLIME




Description: These sticky masses of muck are poisonous to the touch. Once a traveller comes into contact with a bubble slime's body in battle, the effects of the poison will persist until the individual is cured.

HP	20
MP	0
EXP	5
Drop	13
Defence	10

NORMAL ITEM: Antidotal herb
RARE ITEM: Moonwort bulb
REGIONS: Farebury Region, Waterfall Cave, Tower of Alexandria, Areas Accessible By Air

13: DANCING DEVIL




Description: A race of demons wearing what appear to be bright blue pants. They are rumoured to drop them when defeated.

10 EXP 7

NORMAL ITEM Chimaera wing
RARE ITEM Boxer shorts
REGIONS Farebury Region, Kingdom of Trodain, Waterfall Cave

20: FENCING FOX




Description: These foppish fiends leave foes floundering with their flamboyant foil-work. When not showing off their skill with a sword, they like to demonstrate their dazzling dancing.

16 EXP 20

NORMAL ITEM Wayfarer's clothes
RARE ITEM Gold brooch
REGIONS Alexandria Region

14: BODKIN ARCHER




Description: Diminutive but resourceful monsters. Upon encountering an enemy, they keep their distance and let fly with long-range bow and arrow attacks.

8 EXP 10

NORMAL ITEM Bandana
RARE ITEM Plain cheese
REGIONS Alexandria Region, Kingdom of Trodain

21: HEALSLIME




Description: A kindly slime that never hesitates to help comrades by casting healing spells, even when in danger itself. All in all, a supportive little monster.

15 EXP 18

NORMAL ITEM Medicinal herb
RARE ITEM Armor seco essence
REGIONS Kingdom of Ascantha, Kingdom of Trodain, Tower of Alexandria, Wishers' Peak, Areas Accessible By Air

15: SKIPPER




Description: A hairy fur ball of a monster whose love for unwanted old boots manifests itself in much the same way as a hermit crab's love for discarded shells.

10 EXP 12

NORMAL ITEM Medicinal herb
RARE ITEM Bunny tail
REGIONS Alexandria Region, Waterfall Cave

22: HAMMERWOOD




Description: Not the largest monster in the world, but amongst the strongest. Their bodies seem even smaller next to the massive wooden mallets they carry. The unwieldiness of these weapons means they frequently miss.

9 EXP 21

NORMAL ITEM Oakan club
RARE ITEM Giant mallet
REGIONS Alexandria Region, Waterfall Cave

16: DRACKMAGE




Description: Related to the dracky, these monsters have evolved a green colouration to match their woodland habitat. They remain constantly airborne, smoothly dodging attacks whilst casting spells on their opponents.

7 EXP 9

NORMAL ITEM Medicinal herb
RARE ITEM Chimaera wing
REGIONS Alexandria Region, Kingdom of Ascantha, Tower of Alexandria, Pickham Region, Kingdom of Trodain

23: JAILCAT




Description: A feline monster with stripes reminiscent of a jailhouse convict. Strangely popular among cat lovers. Usually quite playful, but capable of casting spells when provoked.

8 EXP 19

NORMAL ITEM Bandana
RARE ITEM Plain cheese
REGIONS Alexandria Region

17: BEETLEBOY




Description: Despite their weighty appearance, these insectoid monsters are quite swift. They like to tackle their opponents head-on with the help of their huge horns.

10 EXP 12

NORMAL ITEM Medicinal herb
RARE ITEM Leather hat
REGIONS Farebury Region, Alexandria Region, Tower of Alexandria, Kingdom of Trodain

24: FROGFACE




Description: Although quite weak in frog form, their attacks become far more dangerous when they reveal the human faces on their backs.

13 EXP 20

NORMAL ITEM Medicinal herb
RARE ITEM Amor seco essence
REGIONS Alexandria Region, Tower of Alexandria

18: IMP




Description: Juvenile forms of elite magical monsters. Imps try to cast spells which are far too powerful for them and fail every time.

11 EXP 15

NORMAL ITEM Chimaera wing
RARE ITEM Cool cheese
REGIONS Tower of Alexandria

25: LUMP MAGE




Description: Physically quite weak, but capable of wearing enemies down by repeatedly casting unpleasant spells. Occasionally splits into two when losing a battle.

18 EXP 31

NORMAL ITEM Cypress stick
RARE ITEM Wizard's staff
REGIONS Maella Region

19: FUNGHOUL




Description: Mushroom-shaped monsters with a sweet breath that puts enemies to sleep. They grow in humid areas like grasslands and deep forests.

12 EXP 15

NORMAL ITEM Antidotal herb
RARE ITEM Plain cheese
REGIONS Alexandria Region, Tower of Alexandria

26: WINKY




Description: An odd monster in the form of an eyeball with arms and legs. Said to turn red and become very strong when angered.

12 EXP 32

NORMAL ITEM Holy water
RARE ITEM Magic water
REGIONS Maella Region, Kingdom of Ascantha

27: SPIKED HARE WATER




HP: 42
MP: 0
DEF: 54
ATK: 24
SPD: 28

13 EXP 50

DESCRIPTION: Ignore their cuddly appearance. These monsters are actually ruthless adversaries, capable of decreasing an enemy's tension whilst raising their own.

NORMAL ITEM: Medicinal herb
RARE ITEM: Bunny tail
REGIONS: Alexandria Region, Kingdom of Ascantha

34: BAG O' LAUGHS WATER




HP: 34
MP: 10
DEF: 31
ATK: 29
SPD: 31

25 EXP 35

DESCRIPTION: Despite their silly appearance, these monsters are crafty opponents capable of preventing enemies from casting spells.

NORMAL ITEM: Plain clothes
RARE ITEM: Hairband
REGIONS: Kingdom of Ascantha, Ruined Abbey

28: CHAINE




HP: 38
MP: 0
DEF: 36
ATK: 27
SPD: 25

11 EXP 36

DESCRIPTION: Bulldog-like monsters that throw their spiked collars to ensnare enemies and make them easier to hit.

NORMAL ITEM: Medicinal herb
RARE ITEM: Gold bracer
REGIONS: Maella Region

35: SKELETON FIRE ZOMBIE




HP: 46
MP: 3
DEF: 40
ATK: 21
SPD: 26

15 EXP 41

DESCRIPTION: Human knights that met a foul and painful end. Frustration and sadness at their pitiful fate keeps them in this world as undead monsters.

NORMAL ITEM: Soldier's sword
RARE ITEM: Templar's uniform
REGIONS: Kingdom of Ascantha, Ruined Abbey

29: GIANT MOTH WIND




HP: 34
MP: 6
DEF: 31
ATK: 28
SPD: 27

12 EXP 37

DESCRIPTION: A large moth-like monster that flies freely through the air on giant wings. Capable of casting air-based spells on groups of enemies simultaneously.

NORMAL ITEM: Rennet powder
RARE ITEM: Red mould
REGIONS: Maella Region, Kingdom of Ascantha

36: METAL SLIME




HP: 4
MP: Infinite
DEF: 30
ATK: 3096
SPD: 63

5 EXP 1350

DESCRIPTION: Popular among adventurers for the inordinately large number of experience points they bestow. Although not particularly dangerous, their tendency to flee at the first sign of trouble makes them quite difficult to defeat.

NORMAL ITEM: Seed of defence
RARE ITEM: Seed of agility
REGIONS: Kingdom of Ascantha, East Argonia, Unnamed Isle, Ruined Abbey, Areas Accessible By Air

30: DINGLING FIRE




HP: 28
MP: 4
DEF: 34
ATK: 41
SPD: 32

16 EXP 31

DESCRIPTION: A monster shaped like a large bell. Usually does nothing more than watch and laugh, but occasionally calls jargons for help.

NORMAL ITEM: Hairband
RARE ITEM: Gold bracer
REGIONS: Maella Region

37: SCORPION




HP: 40
MP: 4
DEF: 43
ATK: 55
SPD: 32

8 EXP 42

DESCRIPTION: Enormous scorpions with impenetrable carapaces. Their defences protect them against all but the most determined physical attacks. Use magic to defeat them.

NORMAL ITEM: Antidotal herb
RARE ITEM: Iron lance
REGIONS: Maella Region, Kingdom of Ascantha

31: JARGON




HP: 73
MP: 0
DEF: 60
ATK: 16
SPD: 31

32 EXP 64

DESCRIPTION: Physically quite imposing, these monsters are also capable of breathing fire and throwing magical sand from their jars. They appear to enjoy a symbiotic relationship with dinglings.

NORMAL ITEM: Rennet powder
RARE ITEM: Fresh milk
REGIONS: Maella Region, Kingdom of Ascantha

38: MORPHEAN MUSHROOM




HP: 45
MP: 0
DEF: 34
ATK: 14
SPD: 31

11 EXP 40

DESCRIPTION: Mushroom-shaped monsters with a sweet breath that puts enemies to sleep. Commonly encountered in humid areas such as deep forests and grasslands.

NORMAL ITEM: Red mould
RARE ITEM: Plain cheese
REGIONS: Maella Region, Kingdom of Ascantha

32: DRACKYMA




HP: 33
MP: 5
DEF: 29
ATK: 26
SPD: 28

9 EXP 28

DESCRIPTION: Drackymas are the mothers of drackies. The lullabies they use to put their babies to sleep work just as well against their foes in battle.

NORMAL ITEM: Moonwort bulb
RARE ITEM: Wing of bat
REGIONS: Kingdom of Ascantha, Ruined Abbey, Arcadie Region

39: BROWNIE TEMPLE HAWK




HP: 53
MP: 0
DEF: 36
ATK: 30
SPD: 34

12 EXP 43

DESCRIPTION: Usually calm and timid, these monsters psyche themselves up to become vicious foes when provoked. Their tiny bodies conceal incredible power.

NORMAL ITEM: Medicinal herb
RARE ITEM: Giant mallet
REGIONS: Maella Region, Kingdom of Ascantha

33: BULLFINCH




HP: 40
MP: 0
DEF: 17
ATK: 29
SPD: 24

14 EXP 30

DESCRIPTION: Powerful bird-like monsters that resemble two-legged bulls. Sleepy and lethargic, they are foul-tempered when suddenly awakened.

NORMAL ITEM: Cowpat
RARE ITEM: Magic beast hide
REGIONS: Maella Region, Ruined Abbey

40: FLYGUY



HP: 24
MP: 0
DEF: 42
ATK: 55
SPD: 34

16 EXP 44

DESCRIPTION: A mutant fly grown to human size. Known to carry rare treasures.

NORMAL ITEM: Cowpat
RARE ITEM: Plain cheese
REGIONS: Kingdom of Ascantha, Ruined Abbey

41: PUPPETEER




71	12	41	30
21	EXP	45	

Description: A unique monster that delights in telling its opponents stories using hand-puppets.

NORMAL ITEM Silk robe
RARE ITEM Slime earrings
REGIONS Kingdom of Ascantha

48: CLOCKWORK CUCKOO




51	0	43	111
51	EXP	56	

Description: These mechanical birds are the result of a mad scientist's twisted experiment. When they detect a target, they become a deadly whirlwind of razor-sharp blades.

NORMAL ITEM Iron nail
RARE ITEM Dagger
REGIONS Kingdom of Ascantha, Pickham Region

42: BODKIN BOWYER




40	Infinite	46	30
17	EXP	43	

Description: Great archers in spite of their size. Capable of surrounding opponents and unleashing a fusillade of arrows upon them. When trouble beckons, they swiftly call for reinforcements.

NORMAL ITEM Silk robe
RARE ITEM Short bow
REGIONS Kingdom of Ascantha, Wishers' Peak

49: TREEFACE




64	0	56	49
23	EXP	67	

Description: Rightly feared for their habit of hiding in forests and ambushing travellers. When hurt, they pluck leaves from their own branches to use as healing herbs.

NORMAL ITEM Medicinal herb
RARE ITEM Strong medicine
REGIONS Maella Region, Kingdom of Ascantha, Wishers' Peak, Pickham Region, Baccarat Region

43: NIGHT SNEAKER




52	12	42	43
20	EXP	52	

Description: Monsters that skulk around in the dead of night. They are masters of defensive magic and can deflect enemy spells.

NORMAL ITEM Moonwort bulb
RARE ITEM Bunny tail
REGIONS Kingdom of Ascantha

50: KISSER




49	0	46	19
15	EXP	53	

Description: Wet and glistening monsters said to carry various moulds that can be used to make special cheeses.

NORMAL ITEM Waterweed mould
RARE ITEM Red mould
REGIONS Kingdom of Ascantha, Pickham Region

44: MUMMY BOY




73	0	37	50
9	EXP	55	

Description: A monster wrapped from head to toe in filthy old bandages. Capable of spitting curses that envelop and immobilize enemies.

NORMAL ITEM Bandana
RARE ITEM Turban
REGIONS Kingdom of Ascantha, Ruined Abbey, Wishers' Peak, Dark Ruins, Swordman's Labyrinth

51: DIEMON




64	10	31	44
19	EXP	58	

Description: Mysterious monsters known for wearing eene masks. Their real faces are said to be even scarier.

NORMAL ITEM Chimaera wing
RARE ITEM Magic beast hide
REGIONS Kingdom of Ascantha, Wishers' Peak

45: HELL HORNET




37	0	43	30
12	EXP	51	

Description: A monster hornet with a paralysing sting. Be sure to carry moonwort bulbs with you if you think you will encounter these vicious monsters.

NORMAL ITEM Moonwort bulb
RARE ITEM Poison moth knife
REGIONS Maella Region, Kingdom of Ascantha, Wishers' Peak

52: WALKING CORPSE




94	0	39	9
11	EXP	59	

Description: As the name implies, a monstrous rotten corpse. Their foul appearance can cause your tension to decrease suddenly.

NORMAL ITEM Antidotal herb
RARE ITEM Chain mail
REGIONS Pickham Region, Ruined Abbey, Wishers' Peak

46: PAN PIPER




48	0	47	42
18	EXP	54	

Description: Half man, half goat, and the worst of both. Usually timid, they turn red if provoked and call for fellow pan pipers to join the fray.

NORMAL ITEM Medicinal herb
RARE ITEM Leather kilt
REGIONS Kingdom of Ascantha

53: FAT BAT



32	5	51	42
9	EXP	61	

Description: Heavyweight monsters that dive-bomb opponents, body-slammng them to the ground.

NORMAL ITEM Wing of bat
RARE ITEM Magic beast hide
REGIONS Kingdom of Ascantha, Wishers' Peak

47: SLIME KNIGHT




51	4	49	65
22	EXP	55	

Description: Angry at seeing their slime-friends bullied by swaggering adventurers, these courageous little monsters swore an oath to defend them. Now they roam the land as knights on slime steeds!

NORMAL ITEM Slime earrings
RARE ITEM Templar's shield
REGIONS Kingdom of Ascantha, Wishers' Peak

54: NIGHT FOX




56	6	54	44
16	EXP	56	

Description: Extremely agile, these monsters are feared for their skillful rapier-work and Mercurial Thrusts.

NORMAL ITEM Rapier
RARE ITEM Feathered cap
REGIONS Pickham Region

55: PAPRIKAN PEPPER




HP 54
MP 6
ATK 48
DEF 45
SPD 43

10 EXP 47

DESCRIPTION: A pair of psychotic peppers. Their crazed grins belie their wiliness in battle. They can prevent enemies from using spells, and like to pummel their adversaries with body-slams.

NORMAL ITEM: Red mould
RARE ITEM: Rapier
REGIONS: Pickham Region

62: CANNIBOX WIZARD




HP 61
MP 12
ATK 60
DEF 30
SPD 44

110 EXP 76

DESCRIPTION: A skilful mimic that disguises itself as a treasure chest. It waits quietly to be discovered, then chomps on unwary travellers with its sharp fangs. Occasionally capable of landing devastating attacks.

NORMAL ITEM: Iron nail
RARE ITEM: Pot lid
REGIONS: Unnamed Isle, Swordsman's Labyrinth

56: CHIMAERA WING




HP 54
MP 8
ATK 52
DEF 46
SPD 44

12 EXP 64

DESCRIPTION: The wings of these monsters are useful items that allow travellers to teleport to previously visited locations instantly.

NORMAL ITEM: Chimaera wing
RARE ITEM: Hairband
REGIONS: Kingdom of Ascantha, Pickham Region, Land of the Moles, East Argonia

63: GOODYBAG WIZARD




HP 55
MP 8
ATK 34
DEF 51
SPD 50

106 EXP 32

DESCRIPTION: An enchanted bag of treasure-turned-monster. Highly resistant to almost every spell, except those that drain its magic.

NORMAL ITEM: Gold bracer
RARE ITEM: Prayer ring
REGIONS: Swordsman's Labyrinth, Beneath Ascantha

57: HOOD WIZARD




HP 60
MP 0
ATK 54
DEF 40
SPD 38

14 EXP 66

DESCRIPTION: Mysterious masked monsters with a nasty habit of hacking down unwary travellers. These vain creatures love to flex their muscles and psyche up in front of their enemies.

NORMAL ITEM: Stone axe
RARE ITEM: Leather cape
REGIONS: Pickham Region

64: WITCH WIZARD




HP 59
MP 12
ATK 47
DEF 62
SPD 50

22 EXP 66

DESCRIPTION: A sexy she-monster that seduces enemies with her Puff-Puff ability before unleashing a barrage of spells on her hapless foes.

NORMAL ITEM: Wizard's staff
RARE ITEM: Garter
REGIONS: Pickham Region

58: HEADHUNTER WIZARD




HP 54
MP 0
ATK 56
DEF 53
SPD 43

18 EXP 62

DESCRIPTION: Known for their jumping ability, these monsters wait for the best opportunity to attack their enemies. Watch out for their vicious slashes and formidable defensive abilities.

NORMAL ITEM: Medicinal herb
RARE ITEM: Scale shield
REGIONS: Pickham Region

65: MUMMY WIZARD




HP 64
MP 0
ATK 67
DEF 60
SPD 47

10 EXP 67

DESCRIPTION: A cursed monster that continues to suffer even in death. As an undead creature, it hates the living and attacks travellers on sight.

NORMAL ITEM: Turban
RARE ITEM: Scholar's specs
REGIONS: Swordsman's Labyrinth, Dark Ruins

59: MINIDEMON WIZARD




HP 58
MP 3
ATK 40
DEF 52
SPD 45

11 EXP 59

DESCRIPTION: A surprisingly powerful monster. Its cute looks betray no hint that it is skilled at both fire and ice magic.

NORMAL ITEM: Wing of bat
RARE ITEM: Rockbomb shard
REGIONS: Pickham Region

66: CURESLIME SLIME




HP 54
MP 20
ATK 30
DEF 38
SPD 50

11 EXP 70

DESCRIPTION: As the name implies, this is a slime capable of casting powerful curative magic. Defeat it quickly or it will heal its weaker comrades during battle.

NORMAL ITEM: Medicinal herb
RARE ITEM: Moon's mercy
REGIONS: East Argonia, Unnamed Isle, Trodain Castle, Areas Accessible By Air

60: GORILLA MONSTER




HP 55
MP 0
ATK 63
DEF 41
SPD 39

10 EXP 65

DESCRIPTION: A brute of a monster that wields a club to bash enemies. Even a single blow can inflict a tremendous amount of damage.

NORMAL ITEM: Magic beast hide
RARE ITEM: Giant mallet
REGIONS: Pickham Region

67: RESTLESS ARMOUR WIZARD




HP 64
MP 0
ATK 73
DEF 70
SPD 48

13 EXP 74

DESCRIPTION: The angry soul of a dead swordsman inhabiting an empty suit of armour. Occasionally summons healslimes to assist it in battle.

NORMAL ITEM: Iron shield
RARE ITEM: Iron armour
REGIONS: Swordsman's Labyrinth

61: MUD MANNEQUIN WIZARD




HP 63
MP 0
ATK 63
DEF 64
SPD 50

15 EXP 69

DESCRIPTION: A crude figure fashioned out of mud and animated with a magical spell. Dances a strange dance that lowers the MP of opponents.

NORMAL ITEM: Rock salt
RARE ITEM: Cypress stick
REGIONS: Kingdom of Trodain

68: LOST SOUL WIZARD




HP 52
MP 0
ATK 41
DEF 54
SPD 48

9 EXP 62

DESCRIPTION: The soul of a slain traveler, endlessly wandering in search of its path back home.

NORMAL ITEM: Holy water
RARE ITEM: Magic water
REGIONS: Swordsman's Labyrinth

69: PHANTOM FENCER




65
0
71
62
50

Level 17 EXP 68

Description: A ragged cape enchanted by powerful magic. Invulnerable to air-based spells.

NORMAL ITEM: Leather cape
RARE ITEM: Templar's sword
REGIONS: Swordsman's Labyrinth

76: BUFFALO WING



74
12
73
70
53

Level 17 EXP 62

Description: A short-tempered and aggressive monster. Psyches up and launches powerful body-slam attacks.

NORMAL ITEM: Cowpat
RARE ITEM: Fresh milk
REGIONS: Kingdom of Trodain

70: HIPSTER




70
8
70
63
58

Level 16 EXP 69

Description: A gorgeous hunk of a demon that spins and uses its thorny tail as a whip.

NORMAL ITEM: Red mould
RARE ITEM: Wing of bat
REGIONS: Pickham Region, Kingdom of Trodain

77: MUMBOH-JUMBOE




145
80
105
85
60

Level 41 EXP 309

Description: The combined form of mum, boh, jum, and boe. Rattles opponents by casting Boom and using earth-shaking physical attacks.

NORMAL ITEM: Plain cheese
RARE ITEM: Seed of life
REGIONS: Kingdom of Trodain

71: ROCKBOMB




68
20
52
110
51

Level 11 EXP 70

Description: A strange creature with an eerie laugh. When you hear it, you know it's about to self-destruct.

NORMAL ITEM: Rock salt
RARE ITEM: Rockbomb shard
REGIONS: Kingdom of Trodain, Mole Hole, Trodain Castle

78: MUM




65
20
48
63
25

Level 25 EXP 68

Description: Surprisingly bossy for a monster that is an incompetent fighter at best when alone. But it seems to have some sort of trick up its sleeve...

NORMAL ITEM: Plain cheese
RARE ITEM: Leather armour
REGIONS: Kingdom of Ascantha, Kingdom of Trodain

72: DIEABLO




78
15
65
70
45

Level 37 EXP 72

Description: A monster with a gleaming golden coat. Seems obsessed with collecting shiny objects.

NORMAL ITEM: Gold bracer
RARE ITEM: Gold ring
REGIONS: Kingdom of Trodain

79: BOH



80
Infinitely
59
63
81

Level 16 EXP 65

Description: Although as stocky and strong as a sumo wrestler, this monster doesn't seem to be able to live up to its true potential on its own.

NORMAL ITEM: Plain cheese
RARE ITEM: Turtle shell
REGIONS: Kingdom of Ascantha, Kingdom of Trodain

73: MUDDY HAND




49
0
61
64
52

Level 8 EXP 45

Description: A horrifying mud-monster that lives in the depths of the earth. Extends a hand above ground to pull travellers to their doom.

NORMAL ITEM: Medicinal herb
RARE ITEM: Strength ring
REGIONS: Kingdom of Trodain, Desert, Beneath Ascantha, Mole Hole, Areas Accessible By Air

80: JUM




75
10
52
68
25

Level 4 EXP 60

Description: A right-handed monster that wields a sword far too large and heavy for it to handle well.

NORMAL ITEM: Plain cheese
RARE ITEM: Copper sword
REGIONS: Kingdom of Ascantha, Kingdom of Trodain

74: TERROR TABBY




56
10
65
63
52

Level 12 EXP 67

Description: A feline monster that spends its days lazing about. In battle, its sleepiness can be contagious.

NORMAL ITEM: Leather whip
RARE ITEM: Turban
REGIONS: Kingdom of Trodain

81: BOE




68
10
81
68
75

Level 4 EXP 59

Description: A left-handed monster that swings a single sword with both hands. The youngest of four brothers, it has an affinity for cheese.

NORMAL ITEM: Plain cheese
RARE ITEM: Steel broadsword
REGIONS: Kingdom of Ascantha, Kingdom of Trodain

75: DEVILMOTH




70
0
67
64
52

Level 19 EXP 66

Description: A foul insect-monster from the underworld. Spits and sprays poison at its enemies.

NORMAL ITEM: Antidotal herb
RARE ITEM: Rennet powder
REGIONS: Kingdom of Trodain

82: HUNTER MECH




11
0
75
106
58

Level 20 EXP 76

Description: Deadly machines designed to hunt down and exterminate monsters of the metal family. If you encounter one, chances are a certain highly desirable metal monster may be in the area...

NORMAL ITEM: Hunter's bow
RARE ITEM: Steel broadsword
REGIONS: Trodain Castle

83: PINK PONGO




HP	81
MP	0
DEF	78
SPD	66
INT	50

Description: Far more agile than they appear, these monsters are harder to hit than you might think. Their clubs pack a powerful punch.

18 EXP 78

NORMAL ITEM Giant mallet
RARE ITEM Magic beast hide
REGIONS Kindom of Trodain

90: MARS ROVER




HP	78
MP	0
DEF	77
SPD	65
INT	50

Description: Quick-witted dog monsters. Their loud barks serve to intimidate the enemy and summon allies.

17 EXP 56

NORMAL ITEM Iron cuirass
RARE ITEM Chain whip
REGIONS Land of the Moles, Mole Hole, Beneath Ascantha

84: LIQUID METAL SLIME




HP	Infinite
MP	65
DEF	4096
SPD	215
INT	18

Description: Hunted by adventurers all over the world. Their bodies consist of a mysterious gel-like metal.

18 EXP 10050

NORMAL ITEM Seed of agility
RARE ITEM Elevating shoes
REGIONS Trodain Castle, Godbird's Eyrie, Unnamed Isle, Areas Accessible By Air, Unknown

91: PEEPER




HP	78
MP	33
DEF	55
SPD	73
INT	73

Description: Mysterious and unpredictable monsters. Don't let their small size fool you. They are more powerful than they appear.

14 EXP 75

NORMAL ITEM Holy water
RARE ITEM Magic water
REGIONS Mole Hole

85: MAD MOLE




HP	65
MP	0
DEF	73
SPD	65
INT	63

Description: Capable of extremely powerful attacks when psyched up. Beware of mad moles who are in a state of high tension!

16 EXP 68

NORMAL ITEM Medicinal herb
RARE ITEM Stone hardhat
REGIONS Land of the Moles, Mole Hole, Beneath Ascantha

92: COCKATEER




HP	185
MP	0
DEF	96
SPD	92
INT	50

Description: A race of swordsmen... or should that be 'swordchickens'? They boast powerful sword skills and mastery of the Wind Sickles attack.

28 EXP 90

NORMAL ITEM Stone hardhat
RARE ITEM Titan belt
REGIONS Baccarat Region

86: WAILIN' WEED



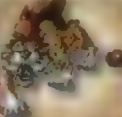
HP	59
MP	0
DEF	72
SPD	59
INT	61

Description: Flower-monsters nourished by the anguish of those unfortunate enough to be turned into thorny vines, such as the residents of Trodain Castle.

17 EXP 73

NORMAL ITEM Red mould
RARE ITEM Coral hairpin
REGIONS Trodain Castle

93: GREAT SABREGAT




HP	95
MP	0
DEF	110
SPD	64
INT	72

Description: Fearless, highly agile predators with sharp fangs. Rumour has it that they can be tamed, but the truth remains unknown.

31 EXP 120

NORMAL ITEM Medicinal herb
RARE ITEM Magic beast hide
REGIONS Baccarat Region

87: GARUDA



HP	80
MP	21
DEF	74
SPD	71
INT	56

Description: Monsters that attack their enemies from the sky. Rumour has it that they can cast spells capable of wiping out entire parties, but the truth remains unknown.

12 EXP 75

NORMAL ITEM Hairband
RARE ITEM Poison moth knife
REGIONS Kingdom of Trodain, Trodain Castle

94: METAL SLIME KNIGHT




HP	90
MP	0
DEF	78
SPD	145
INT	64

Description: Brave slime-knights who live for a fight. Although resistant to attack spells, they are susceptible to support spells.

33 EXP 91

NORMAL ITEM Slime earrings
RARE ITEM Kitty shield
REGIONS Baccarat Region

88: INFERNAL ARMOUR




HP	88
MP	0
DEF	83
SPD	86
INT	87

Description: Ambulatory suits of cursed armour. Beware their swords. When driven into the ground, they can stun a group of adversaries with powerful lightning bolts.

19 EXP 90

NORMAL ITEM Iron armour
RARE ITEM Steel broadsword
REGIONS Trodain Castle

95: PUPPET PLAYER



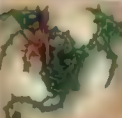
HP	100
MP	15
DEF	72
SPD	92
INT	50

Description: A strangely theatrical monster. Performs a carefully prepared puppet show, entitled 'Love Story', that stirs up the enemy in all sorts of ways.

41 EXP 90

NORMAL ITEM Medicinal herb
RARE ITEM Scholar's specs
REGIONS Baccarat Region, East Argonia, Unnamed Isle

89: DRAGONTHORN



HP	164
MP	0
DEF	90
SPD	55
INT	57

Description: Thorny rose bushes turned into monsters by Dhoulmagus. Whenever one is killed, another is born to take its place.

25 EXP 101

NORMAL ITEM Medicinal herb
RARE ITEM Thorn whip
REGIONS Trodain Castle

96: SPITNIK




HP	104
MP	0
DEF	80
SPD	91
INT	50

Description: The dazzling bodies of these monsters burn as fiercely as the surface of the sun. They spew fire at their enemies.

18 EXP 92

NORMAL ITEM Boomerang
RARE ITEM Moon's mercy
REGIONS Baccarat Region

97: BODKIN FLETCHER




HP 84
MP 0
STR 78
DEF 89
MAG 60

EXP 96

Description: Capable of firing huge volleys of poisoned arrows simultaneously, these monsters also carry antidotal herbs in case they accidentally stick themselves.

NORMAL ITEM: Antidotal herb
RARE ITEM: Hunter's bow
REGIONS: Baccarat Region, East Argonia, Unnamed Isle

104: SKELETON SOLDIER




HP 94
MP 12
STR 93
DEF 93
MAG 62

EXP 93

Description: Former knights enslaved by the power of the Lord of Darkness. Loyal to the core, they continue to fight even in death.

NORMAL ITEM: Titan belt
RARE ITEM: Steel broadsword
REGIONS: Northwest Isle, Holy Isle of Neos, Unnamed Isle, Savella Area

98: VENOM WASP




HP 92
MP 0
STR 81
DEF 92
MAG 61

EXP 89

Description: Damages foes with poison needles while adroitly dodging incoming attacks. Rumour has it that a sting from this monster can cause paralysis.

NORMAL ITEM: Moonwort bulb
RARE ITEM: Poison needle
REGIONS: Baccarat Region, Unnamed Isle

105: HAWK MAN




HP 95
MP 26
STR 88
DEF 76
MAG 65

EXP 100

Description: Nocturnal monsters that can freely fly through the air. Their preferred style of attack is to dive-bomb enemies from high altitude.

NORMAL ITEM: Chimaera wing
RARE ITEM: Copper sword
REGIONS: Kingdom of Trodain, Land of the Moles, Ocean

99: ORG



HP 105
MP Infinite
STR 99
DEF 88
MAG 68

EXP 94

Description: Boar-like monsters with masterful spear technique. Their Achilles heel is their low agility.

NORMAL ITEM: Medicinal herb
RARE ITEM: Iron lance
REGIONS: Baccarat Region, Unnamed Isle

106: TAP DEVIL




HP 85
MP 0
STR 74
DEF 75
MAG 60

EXP 78

Description: Famed for their fancy footwork, these monsters use a variety of dance attacks during battle. See if you can spot them all!

NORMAL ITEM: Leather cape
RARE ITEM: Devil's tail
REGIONS: East Argonia, Holy Isle of Neos, Unnamed Isle

100: NIGHT EMPEROR




HP 100
MP 0
STR 107
DEF 93
MAG 58

EXP 93

Description: A nocturnal monster that occasionally appears alongside goodybags in forested areas.

NORMAL ITEM: Wing of bat
RARE ITEM: Gold ring
REGIONS: Baccarat Region, East Argonia, Holy Isle of Neos, Savella Area, Areas Accessible By Air

107: MUSHROOM MAGE




HP 81
MP 10
STR 82
DEF 76
MAG 55

EXP 75

Description: Man-eating mushroom monsters that live in shady forests. They cast ice magic to freeze unwary travellers and then use them as fertilizer.

NORMAL ITEM: Red mould
RARE ITEM: Waterweed mould
REGIONS: East Argonia, Northwest Isle, Unnamed Isle, Holy Isle of Neos

101: TREEVIL




HP 109
MP 8
STR 97
DEF 94
MAG 53

EXP 95

Description: Said to carry Yggdrasil leaves in their treetops, these monsters have the ability to resurrect fallen comrades.

NORMAL ITEM: Strong medicine
RARE ITEM: Yggdrasil leaf
REGIONS: Baccarat Region, West Argonia, Unnamed Isle, East Argonia

108: REDTAIL HIPSTER




HP 103
MP 0
STR 92
DEF 85
MAG 61

EXP 92

Description: A cruel race of demons that cast instant-death spells in an attempt to consign their foes to an early grave.

NORMAL ITEM: Wing of bat
RARE ITEM: Thorn whip
REGIONS: Holy Isle of Neos, Unnamed Isle

102: BATTLE BEETLE




HP 97
MP 12
STR 105
DEF 101
MAG 61

EXP 96

Description: The armored pink carapaces of these insect monsters are highly resistant to physical attacks and spells. Try using magic to lower their defence before attacking.

NORMAL ITEM: Templar's shield
RARE ITEM: Iron helmet
REGIONS: Baccarat Region, Unnamed Isle

109: JUMPING JACKAL




HP 111
MP 0
STR 121
DEF 89
MAG 68

EXP 103

Description: Vicious beasts whose obsession with bodybuilding has turned them into even more formidable foes. Use spells to level the playing field.

NORMAL ITEM: Magic beast hide
RARE ITEM: Assassin's dagger
REGIONS: Baccarat Region, West Argonia, Unnamed Isle

103: LUMP SHAMAN



HP 80
MP 30
STR 62
DEF 89
MAG 58

EXP 90

Description: Obnoxious magicians with a penchant for casting spells to confuse their opponents. For an easier battle, stop their magic with a well-placed spell of your own.

NORMAL ITEM: Red mould
RARE ITEM: Wizard's staff
REGIONS: Northwest Isle

110: GOLD GOLEM




HP 120
MP 0
STR 152
DEF 98
MAG 60

EXP 54

Description: Golden creatures that have taken it upon themselves to protect the Holy Isle of Neos and the Goddess statue erected there.

NORMAL ITEM: Gold bracer
RARE ITEM: Gold ring
REGIONS: Holy Isle of Neos, Areas Accessible By Air

111: KING SLIME




HP	310
MP	25
DEF	150
SPD	75
INT	62
EXP	110

Description: The result of many small slimes fusing together and bestowing themselves with a crown. A slime with royal aspirations!

NORMAL ITEM Slime earrings
RARE ITEM Slime crown
REGIONS Baccarat Region, Unnamed Isle, Areas Accessible By Air

118: HADES CONDOR




HP	102
MP	16
DEF	107
SPD	98
INT	72
EXP	99

Description: A crafty monster that quietly observes its enemies to determine the weakest member of a party. Beware its talons.

NORMAL ITEM Strong medicine
RARE ITEM Eagle dagger
REGIONS West Argonia, Ocean, Holy Isle of Neos

112: IRON SCORPION




HP	64
MP	21
DEF	105
SPD	152
INT	63
EXP	82

Description: The iron carapaces of these fearsome creatures are virtually impervious to sword attacks, but they are susceptible to explosive spells.

NORMAL ITEM Iron nail
RARE ITEM Farmer's scythe
REGIONS West Argonia, East Argonia, Unnamed Isle, Desert

119: FROGMAN




HP	116
MP	16
DEF	83
SPD	99
INT	47
EXP	88

Description: Frog-monsters with strange patterns covering their bodies. When provoked to reveal the human faces on their backs, they can use powerful spells and ice attacks which damage the whole party.

NORMAL ITEM Waterweed mould
RARE ITEM Cool cheese
REGIONS West Argonia, East Argonia, Unnamed Isle

113: TOXIC ZOMBIE




HP	116
MP	0
DEF	75
SPD	48
INT	51
EXP	75

Description: Undead corpses that live in poisonous swamps. If you have a hard time hitting them, try psyching up first.

NORMAL ITEM Antidotal herb
RARE ITEM Wayfarer's clothes
REGIONS Holy Isle of Neos, Northwest Isle, Unnamed Isle, West Argonia

120: MIMIC




HP	144
MP	Infinite
DEF	150
SPD	100
INT	65
EXP	128

Description: To all appearances, these monsters look like nothing more than normal treasure chests. Try to open one, however, and the joke's on you. Beware the fearsome mimic!

NORMAL ITEM Iron nail
RARE ITEM Seed of strength
REGIONS Unnamed Isle, Pirate's Cove

114: LESSER DEMON




HP	119
MP	0
DEF	101
SPD	77
INT	64
EXP	107

Description: Fearsome demons capable of channeling the power of the underworld into a dazzling light attack.

NORMAL ITEM Red mould
RARE ITEM Gold bracer
REGIONS Northwest Isle

121: MAGIC DUMBBELL




HP	78
MP	14
DEF	84
SPD	90
INT	60
EXP	41

Description: In groups, these otherwise silly-looking monsters are capable of playing melodies that can lay low even experienced adventurers.

NORMAL ITEM Red mould
RARE ITEM Rapier
REGIONS Savella Area, West Argonia, Cape West of Pickham, East Argonia

115: VOLPONE




HP	107
MP	10
DEF	114
SPD	100
INT	64
EXP	102

Description: Aristocrats of the monster world. Famed for doing the Hustle Dance when in dire trouble to tip the balance of a battle in their favour.

NORMAL ITEM Leather cape
RARE ITEM Templar's sword
REGIONS Holy Isle of Neos, Unnamed Isle

122: GARGOYLE




HP	120
MP	0
DEF	117
SPD	103
INT	71
EXP	114

Description: Masters of the air, these monsters take flight on their leathery wings and attack foes from above.

NORMAL ITEM Strong medicine
RARE ITEM Steel broadsword
REGIONS West Argonia, East Argonia

116: BOMBOULDER




HP	115
MP	10
DEF	80
SPD	111
INT	80
EXP	111

Description: They often appear uninterested when first encountered, but in reality, they are merely biding their time, waiting for the best moment to attack.

NORMAL ITEM Stone hardhat
RARE ITEM Rockbomb shard
REGIONS Baccarat Region, West Argonia, Unnamed Isle, Cape West of Pickham, Areas Accessible By Air

123: MAGIC MARIONETTE




HP	117
MP	0
DEF	97
SPD	92
INT	64
EXP	108

Description: Famed for launching into a strange dance that steals opponents' MP before running off. Although not particularly strong, these monsters can be quite annoying.

NORMAL ITEM Iron nail
RARE ITEM Slime earrings
REGIONS West Argonia, East Argonia

117: SKULLRIDER




HP	109
MP	0
DEF	110
SPD	101
INT	27
EXP	97

Description: Ninja-like monsters that execute rapid turns and rush their opponents' legs in an attempt to trip them up.

NORMAL ITEM Medicinal herb
RARE ITEM Bandana
REGIONS West Argonia, East Argonia, Unnamed Isle

124: NOTSO MACHO




HP	147
MP	12
DEF	135
SPD	80
INT	64
EXP	120

Description: A monster whose enormous, flabby body and lolling tongue belie its intelligence. Generally uses spells to raise its attack power before unleashing a powerful strike.

NORMAL ITEM Medicinal herb
RARE ITEM Gold bracer
REGIONS East Argonia

125: LUMP WIZARD




104
Infinite
87
72
60

22 EXP 112

DESCRIPTION: These otherwise unassuming little lumps of flesh are in fact powerful magicians capable of casting both fire- and air-based spells.

NORMAL ITEM: Holy water
RARE ITEM: Wizard's staff
REGIONS: West Argonia, East Argonia

132: HOODLUM




121
0
126
97
60

12 EXP 106

DESCRIPTION: Humanoid nightstalkers that prowl the paths of the world, preying upon unwary travellers. Beware their dazzling light attacks and huge axes.

NORMAL ITEM: Tough guy tattoo
RARE ITEM: Iron axe
REGIONS: East Argonia, Savella Area, Cape West of Pickham

126: BERSERKER




120
0
119
106
67

19 EXP 118

DESCRIPTION: Hyperactive monsters that live deep in forests. They swing their axes wildly as they charge their enemies.

NORMAL ITEM: Kitty shield
RARE ITEM: Iron axe
REGIONS: West Argonia

133: HOCUS CHIMAERA




108
0
106
108
98

15 EXP 115

DESCRIPTION: Though they are capable of casting spells, these monsters are rather more hocus-pocus than proper magicians.

NORMAL ITEM: Chimaera wing
RARE ITEM: Magic water
REGIONS: East Argonia, Arcadia Region, Royal Hunting Ground, Rydon's Tower

127: BULLDOZER




151
0
125
90
68

51 EXP 117

DESCRIPTION: Feisty monsters that resemble giant bulls. They paralyze opponents with Burning Breath before charging in for a ferocious attack.

NORMAL ITEM: Cowpat
RARE ITEM: Plain cheese
REGIONS: East Argonia, Savella Area

134: DEMONRIDER




126
0
111
98
81

37 EXP 131

DESCRIPTION: These vicious monsters are masters of ice attacks. Their undead steeds appear to be made from the bones of lesser demons.

NORMAL ITEM: Copper sword
RARE ITEM: Cool cheese
REGIONS: Savella Area, Desert, East Argonia

128: GHOUL




182
0
102
42
66

17 EXP 98

DESCRIPTION: Strike or slice these monsters all you want; their undead flesh feels no pain. Beware of their tendency to call in fellow ghouls to sway the odds in their favour.

NORMAL ITEM: Antidotal herb
RARE ITEM: Gold ring
REGIONS: East Argonia

135: KILLER/MOTH




84
0
94
91
76

14 EXP 116

DESCRIPTION: Ferocious insect monsters that love nothing more than tormenting humans. Fond of casting blinding spells and exhaling a venomous mist during combat.

NORMAL ITEM: Rennet powder
RARE ITEM: Antidotal herb
REGIONS: Savella Area, Royal Hunting Ground

129: SHADE




84
0
95
70
68

14 EXP 78

DESCRIPTION: It is said that these terrifying apparitions are born when the restless shadows of fallen monsters coalesce.

NORMAL ITEM: Rennet powder
RARE ITEM: Wings of bat
REGIONS: East Argonia, Savella Area, Ocean

136: JABBERWOCKEE



645
13
128
120
74

100 EXP 318

DESCRIPTION: The combined form of four smaller monsters: jab, ber, woc, and kee. In spite of their penchant for working together, they seem to be lacking in the team-spirit department.

NORMAL ITEM: Special medicine
RARE ITEM: Steel broadsword
REGIONS: Cape West of Pickham, Rydon's Tower

130: LETHAL ARMOUR




145
20
151
136
70

52 EXP 124

DESCRIPTION: A killer suit of armour with a grudge against humanity. This monster boasts high offensive and defensive capabilities. Use support magic to subdue it before it uses its own magic to put everyone to sleep.

NORMAL ITEM: Soldier's sword
RARE ITEM: Heavy armour
REGIONS: East Argonia, Desert

137: JAB




99
Infinite
65
110
80

25 EXP 81

DESCRIPTION: The stubborn head of the mighty jabberwockee. An unyielding blockhead of a leader, famed for never having apologized for anything in its entire life.

NORMAL ITEM: Moonwort bulb
RARE ITEM: Iron helmet
REGIONS: Cape West of Pickham, Rydon's Tower

131: KING CURESLIME




180
Infinite
140
60
80

16 EXP 136

DESCRIPTION: These massive slimes are theoretically capable of fully healing all of their allies in one go, but actual recorded cases are quite rare.

NORMAL ITEM: Amor seco essence
RARE ITEM: Yggdrasil dew
REGIONS: East Argonia, Rydon's Tower, Trolls' Maze, Black Citadel, Areas Accessible By Air

138: BER




75
0
84
110
72

25 EXP 71

DESCRIPTION: The selfish body of the mighty jabberwockee. Deeply resents jab, kee, and woc for forcing it to carry them all the time.

NORMAL ITEM: Rock salt
RARE ITEM: Iron armour
REGIONS: Cape West of Pickham, Rydon's Tower

139: KEE IRON ARM



Description: The pompous right arm of the mighty jabberwockee. Never misses a chance to guilt-trip jab, ber, and woc into thanking it for its healing ability.

HP: 75
EXP: 61

NORMAL ITEM: Antidotal herb
RARE ITEM: Steel broadsword
REGIONS: Cape West of Pickham, Rydon's Tower

146: IRON RHINO IRON ARM




Description: A silver beetle-monster. Protected by its iron-hard carapace, it can shatter boulders with a headbutt.

HP: 48
EXP: 158

NORMAL ITEM: Farmer's scythe
RARE ITEM: Iron helmet
REGIONS: Arcadia Region, Rydon's Tower

140: WOC IRON ARM

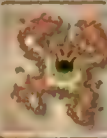


Description: The egotistical left arm of the mighty jabberwockee. Constantly on the lookout for a chance to use its magic to speed itself up and flee.

HP: 75
EXP: 61

NORMAL ITEM: Medicinal herb
RARE ITEM: Iron shield
REGIONS: Cape West of Pickham, Rydon's Tower

147: DANCING FLAME IRON ARM




Description: The physical manifestations of the flames of a subterranean volcano. Fond of using their scorching breath to give adventurers a warm reception!

HP: 90
EXP: 143

NORMAL ITEM: Blandit's grass skirt
RARE ITEM: Spicy cheese
REGIONS: Desert, Black Citadel

141: SILENUS IRON ARM




Description: These monsters use their hornpipes to herd wild sheep to lush green pastures. Their flocks are utterly devoted to them.

HP: 131
EXP: 113

NORMAL ITEM: Magic beast hide
RARE ITEM: Fur hood
REGIONS: Savella Area

148: BLOOD MUMMY IRON ARM



Description: Recent converts to the cult of the Lord of Darkness. Use magic to fell them quickly before they have a chance to curse you.

HP: 138
EXP: 125

NORMAL ITEM: Bandana
RARE ITEM: Red mould
REGIONS: Dark Ruins

142: ROBO-ROBIN IRON ARM




Description: Bird-shaped killing machines. When attacks reduce their HP to a certain level, they self-destruct in an attempt to take their foes with them.

HP: 99
EXP: 96

NORMAL ITEM: Iron nail
RARE ITEM: Iron cuirass
REGIONS: Arcadia Region, Savella Area, Cape West of Pickham

149: PHANTOM SWORDSMAN IRON ARM




Description: Acolytes of the Lord of Darkness that gave their own lives in sacrifice. Their flesh is gone, but their faith remains to fuel their hunger for battle.

HP: 102
EXP: 164

NORMAL ITEM: Amor seco essence
RARE ITEM: Magic water
REGIONS: Dark Ruins

143: PUPPET MASTER IRON ARM




Description: The undisputed master of puppeteers. The distinctive fire-spewing chimera puppet is an original creation.

HP: 130
EXP: 132

NORMAL ITEM: Chimera wing
RARE ITEM: Dancer's costume
REGIONS: Arcadia Region, Cape West of Pickham

150: HACKSAURUS IRON ARM




Description: Giant axe-toting dragons. Fond of using their scorching flame-breath to roast hapless travellers.

HP: 171
EXP: 216

NORMAL ITEM: Dragon scale
RARE ITEM: Dragon dung
REGIONS: Arcadia Region, Royal Hunting Ground

144: DEATH SCORPION IRON ARM




Description: A monstrous scorpion that sends unwary travellers to an early grave. Highly resistant to fire-based spells.

HP: 60
EXP: 99

NORMAL ITEM: Antidotal herb
RARE ITEM: Poison needle
REGIONS: Desert

151: BONE BARON IRON ARM




Description: Aristocratic monsters. Using their spear tips, they trace their family crest in the air and unleash a powerful magical attack.

HP: 122
EXP: 176

NORMAL ITEM: Iron shield
RARE ITEM: Holy lance
REGIONS: Arcadia Region, Dark Ruins

145: JACKAL RIPPER IRON ARM




Description: Born fighters, these monsters are masters of the Thin Air attack and highly resistant to air-based spells.

HP: 142
EXP: 123

NORMAL ITEM: Titan belt
RARE ITEM: Assassin's dagger
REGIONS: Arcadia Region, Royal Hunting Ground

152: SWINGIN' HIPSTER IRON ARM




Description: Green devils that make their homes in remote areas. They curse their foes with the point of a finger.

HP: 144
EXP: 155

NORMAL ITEM: Medicinal herb
RARE ITEM: Spangled dress
REGIONS: Arcadia Region

153: ORCKING




148
10
132
117
74

38 EXP 154

Description: Although these monsters appear to be vicious and unthinking barbarians, they're actually masters of a spell that can resurrect fallen comrades.

NORMAL ITEM Magic beast hide
RARE ITEM Long spear
REGIONS Arcadia Region, Rydon's Tower, Royal Hunting Ground

160: FREEZE FLY




126
30
107
170
86

16 EXP 160

Description: Fly monsters that have a full command of the strongest ice magic. They live in cold areas, where they feast upon the frozen flesh of dead animals and unfortunate travellers.

NORMAL ITEM Cowpat
RARE ITEM Dragon dung
REGIONS Blizzard Peaks, Herb Grotto

154: SOULSPAWN




75
8
95
76
81

9 EXP 138

Description: A dump of souls fused into a hideous ball. These monsters are highly resistant to magic, so psyche up before attacking.

NORMAL ITEM Moonwort bulb
RARE ITEM Elixir elixir
REGIONS Dark Ruins, Rydon's Tower

161: DARK SLIME




297
16
138
97
87

12 EXP 87

Description: A slime from the World of Darkness who has mastered the Slime Spank, a secret attack technique used only by slimes. A fearsome foe indeed.

NORMAL ITEM Medicinal herb
RARE ITEM Magical hat
REGIONS Godbird's Eyrie (Dark), Forebury Region, Unnamed Isle, Untrodden Groves, Pickham Region, Maella Region, Baccarat Region, Arcadia Region, East Argonia, Areas Accessible By Air, World of Darkness

155: GRYPHON




161
16
141
107
81

52 EXP 167

Description: Silent and intimidating bird-creatures that like to prevent their foes from using magic before attacking them with their razor-sharp talons.

NORMAL ITEM Chimaera wing
RARE ITEM Razor wing boomerang
REGIONS Arcadia Region, Rydon's Tower

162: FROSTBURN




111
10
99
115
78

16 EXP 199

Description: Said to be the soul of a man betrayed by his lover. The terrible pain of her deceit froze his heart and turned him into a vengeful monster.

NORMAL ITEM Magic water
RARE ITEM Chilly cheese
REGIONS Blizzard Peaks, Herb Grotto

156: GOLEM




225
0
177
153
88

50 EXP 257

Description: Risen from the remnants of a magnificent ancient city. A visceral nostalgia for the days of old led bricks from the ruins to spontaneously reassemble themselves into human form.

NORMAL ITEM Rennet powder
RARE ITEM Titan belt
REGIONS Arcadia Region, Rydon's Tower

163: HELLHOUND




166
0
157
123
87

26 EXP 108

Description: Once ordinary wolves, now enslaved by an evil power. These unfortunate creatures tend to band together and live in packs.

NORMAL ITEM Medicinal herb
RARE ITEM Magic beast hide
REGIONS Blizzard Peaks, Herb Grotto

157: FALLEN PRIEST




158
50
101
90
76

63 EXP 183

Description: Former priests of the cult of the Lord of Darkness. Their enslaved souls remain on earth to punish those who dare intrude into the Dark Ruins.

NORMAL ITEM Magic vestment
RARE ITEM Steel scythe
REGIONS Dark Ruins

164: TROLL




831
0
310
66
51

46 EXP 210

Description: Gruesome giants with grotesque smiles. They love to pound the enemy with their massive clubs, and, with their high HP, can take just as much damage as they deal.

NORMAL ITEM Tough guy tattoo
RARE ITEM Sledgehammer
REGIONS Arcadia Region, Isolated Plateau, Dark Ruins, Trolls' Maze

158: DEAD RINGER




124
10
108
118
85

12 EXP 68

Description: A bell made of ice. Those unfortunate enough to hear its chilling death-knell are frozen solid.

NORMAL ITEM Chilly cheese
RARE ITEM Scholar's specs
REGIONS Blizzard Peaks

165: ICE QUEEN




221
0
125
124
88

56 EXP 186

Description: A tension queen found in snowy mountain regions. Few can survive her Cool Breath when she's fully psyched up!

NORMAL ITEM Fishnet stockings
RARE ITEM Staff of dyne wrath
REGIONS Blizzard Peaks

159: LIVING STATUE




266
0
188
162
80

90 EXP 306

Description: Originally created by a renowned Arcadian sculptor, these statues were so exquisite that they took on lives of their own.

NORMAL ITEM Stone hardhat
RARE ITEM Ruby of protection
REGIONS Rydon's Tower

166: ABOMINAPE




186
0
128
110
84

24 EXP 202

Description: Ape monsters with fur as white as a blizzard. They pack snow into iceballs and furiously hurl them at enemies. Needless to say, their temper is hotter than their habitat.

NORMAL ITEM Giant mallet
RARE ITEM Chilly cheese
REGIONS Blizzard Peaks

167: BEEZIEBUZZ




Description: Fly monsters that feast upon the flesh of fallen dragons. They are rightly feared as insect versions of bomboulders.

HP: 154, 16, 121, 124, 95
EXP: 165

NORMAL ITEM: Cowpat
RARE ITEM: Dragon dung
REGIONS: Dragon Graveyard

174: DRAGURN




Description: Pot-bellied monsters known for their scaly coats, which repel fire- and ice-based attacks.

HP: 260, 0, 158, 118, 92
EXP: 302

NORMAL ITEM: Dragon dung
RARE ITEM: Dragon scale
REGIONS: Isolated Plateau, Dragon Graveyard, Godbird's Eyrie

168: KILLING MACHINE




Description: Invented by the infamous Dr. Dorte, these killing machines don't feel pity, remorse, or fear. Once activated, they will not stop until every living creature within range has been terminated.

HP: 155, 0, 158, 146, 90
EXP: 315

NORMAL ITEM: Iron cuirass
RARE ITEM: Steel broadsword
REGIONS: Blizzard Peaks, Dragon Graveyard, Herb Grotto

175: SMACKER



Description: Strange monsters that surround themselves with magic barriers to deflect spells. They are also associated with good luck; it is said that any who encounter them are sure to find true love.

HP: 111, Infinite, 130, 128, 95
EXP: 149

NORMAL ITEM: Moonwort bulb
RARE ITEM: Waterweed mould
REGIONS: Isolated Plateau, Dragon Graveyard, Godbird's Eyrie, Pirate's Cove

169: ICEKILLER




Description: Ferocious ice-warriors born and raised in the deep mountain snow. Said to display a chilling hatred of all things warm.

HP: 150, 24, 182, 130, 91
EXP: 221

NORMAL ITEM: Titan belt
RARE ITEM: Poison moth knife
REGIONS: Blizzard Peaks, Herb Grotto

176: ZOMBIE GLADIATOR




Description: A fearsome foe with multiple arms. Specialises in using several different weapons simultaneously! Tactically astute, and quick to exploit individual weakness.

HP: 180, 16, 148, 128, 94
EXP: 283

NORMAL ITEM: Battle-axe
RARE ITEM: Steel broadsword
REGIONS: Isolated Plateau, Pirate's Cove, Godbird's Eyrie

170: SHADOW




Description: Born from the darkness, these creatures jump from shadow to shadow to sneak up on foes. They are completely unaffected by physical attacks.

HP: 154, 0, 154, 85, 92
EXP: 216

NORMAL ITEM: Bronze knife
RARE ITEM: Iron mask
REGIONS: Godbird's Eyrie (Dark), Maebla Region, Farebury Region, Kingdom of Trodain, Kingdom of Ascantha, Pickham Region, Cape West of Pickham, West Argonia, Blizzard Peaks, World of Darkness

177: STONE GOLEM




Description: A stone giant, formed from a headstone deep within the Dark Ruins that absorbed an evil soul and turned into a monster.

HP: 278, 0, 223, 113, 78
EXP: 340

NORMAL ITEM: Strong medicine
RARE ITEM: Rockbomb shard
REGIONS: Isolated Plateau, Godbird's Eyrie

171: METAL KING SLIME




Description: Travellers who happen to encounter this monster can't help chuckling. And if they're fortunate enough to defeat it, they can't stop smiling.

HP: 20, 86, 158, 4096, 255
EXP: 50010

NORMAL ITEM: Slime crown
RARE ITEM: Orichalcum
REGIONS: Untrodden Groves, Dragon Graveyard, Black Citadel, Areas Accessible By Air, Unknown

178: DARK CONDOR




Description: An evil bird-monster that flies through the skies of the World of Darkness. Casts powerful healing magic on itself and its allies when close to defeat.

HP: 163, 36, 170, 130, 98
EXP: 224

NORMAL ITEM: Chimaera wing
RARE ITEM: Wing of bat
REGIONS: Godbird's Eyrie (Dark), Desert, Farebury Region, Blizzard Peaks, Unnamed Isle, World of Darkness

172: FROST WYVINE




Description: Born from silver frost, these ice-monsters live to punish those who hate snow and blizzards.

HP: 206, 30, 190, 130, 84
EXP: 326

NORMAL ITEM: Dragon scale
RARE ITEM: Chain whip
REGIONS: Blizzard Peaks, Herb Grotto

179: MUCHO MACHO




Description: An overweight warrior with a penchant for using magic to double its attack power. Fights like a real mucho macho man.

HP: 316, 24, 109, 107, 98
EXP: 318

NORMAL ITEM: Strong medicine
RARE ITEM: Magical hat
REGIONS: Isolated Plateau, Godbird's Eyrie

173: ELYSIUM BIRD




Description: Beautiful masters of the skies. Beware their resistance to support spells and their ability to heal multiple allies simultaneously.

HP: 173, 32, 113, 99, 92
EXP: 163

NORMAL ITEM: Eagle dagger
RARE ITEM: Ruby of protection
REGIONS: Isolated Plateau, Godbird's Eyrie, Areas Accessible By Air

180: DARK SKELETON




Description: These dedicated and fiercely loyal monsters stand against humanity.

HP: 240, 0, 188, 132, 95
EXP: 304

NORMAL ITEM: Moonwort bulb
RARE ITEM: Bronze shield
REGIONS: Godbird's Eyrie (Dark), World of Darkness, Farebury Region, Unnamed Isle, Areas Accessible By Air

WIZARD

181: DARK MACARBOUR FAMILY: DARK




334
0
181
126
64

96 EXP 333

Description: A fearsome tree of death. In the World of Darkness, trees grow from leaves rather than seeds, sprouting branches first and roots last.

NORMAL ITEM: Strong medicine
RARE ITEM: Yggdrasil leaf
REGIONS: World of Darkness, Kingdom of Trodain, Kingdom of Ascantha, Arcadia Region, Baccarat Region

188: WAR GRYPHON FAMILY: BEAST




229
20
172
118
90

59 EXP 305

Description: These monsters combine the strengths of four-legged and winged creatures. Use physical attacks to defeat them as they are highly resistant to spells.

NORMAL ITEM: Chirnaera wing
RARE ITEM: Spicy cheese
REGIONS: Isolated Plateau, Areas Accessible By Air

182: TYRANTOSAURUS FAMILY: BEAST




204
0
187
146
108

97 EXP 285

Description: A dragon warrior. Use magic to defend yourself against fire, lest you be consumed by their searing flame breath.

NORMAL ITEM: Dragon scale
RARE ITEM: Iron axe
REGIONS: Isolated Plateau, Dragon Graveyard, Godbird's Eyrie

189: DARK TURKEY FAMILY: BIRD




214
12
158
129
110

73 EXP 309

Description: Once able to fly freely, these fearsome birds descended from the skies long ago to become swordsmen on terra firma. They taunt their foes by calling them 'chickens'.

NORMAL ITEM: Garter
RARE ITEM: Dream blade
REGIONS: Godbird's Eyrie (Dark), World of Darkness, Farebury Region, Kingdom of Ascantha, Kingdom of Trodain, Pickham Region, East Argonia, Baccarat Region, Alexandria Region, Areas Accessible By Air

183: DEMON THUNDERER FAMILY: BEAST




175
0
152
138
97

48 EXP 250

Description: This foul demon is completely resistant to thunder-based attacks. Said to be a physical form of thunder itself.

NORMAL ITEM: Devil's tail
RARE ITEM: Wizard's staff
REGIONS: Isolated Plateau, Pirate's Cove, Godbird's Eyrie

190: HELIGATOR FAMILY: BEAST




512
0
223
96
75

138 EXP 617

Description: A flying alligator creature that uses its enormous weight to body-slam unwary foes into submission.

NORMAL ITEM: Hairband
RARE ITEM: Scale armour
REGIONS: Isolated Plateau, Areas Accessible By Air

184: DARK STAR FAMILY: DARK




334
12
196
135
80

66 EXP 301

Description: A tiny star system from the World of Darkness. Emits an eerie light that makes enemies more vulnerable to spells.

NORMAL ITEM: Medicinal herb
RARE ITEM: Edged boomerang
REGIONS: Godbird's Eyrie (Dark), Pickham Region, Alexandria Region, Land of the Moles, Untrodden Groves, East Argonia, Blizzard Peaks

191: DARK DULLAHAN FAMILY: BIRD




202
0
195
242
105

138 EXP 326

Description: A warrior beheaded in battle and risen again as a monster. Said to occasionally summon dark condors.

NORMAL ITEM: Antidotal herb
RARE ITEM: Zombie mail
REGIONS: Godbird's Eyrie (Dark), Maella Region, Farebury Region, Arcadia Region, East Argonia, Kingdom of Trodain

185: DARK MINISTER FAMILY: BEAST




193
16
163
177
108

101 EXP 316

Description: Loyal creatures that have dedicated their lives to evil.

NORMAL ITEM: Leather cape
RARE ITEM: Saint's ashes
REGIONS: Godbird's Eyrie (Dark), Alexandria Region, Farebury Region

192: KILLER CROAKER FAMILY: BEAST




183
14
102
126
100

16 EXP 166

Description: Frog monsters with two faces. The sight of the demonic faces on their backs is widely regarded as an omen of death by adventurers.

NORMAL ITEM: Waterweed mould
RARE ITEM: Bandana
REGIONS: Untrodden Groves, Godbird's Eyrie, Areas Accessible By Air

186: GRIM RIDER FAMILY: BEAST




236
0
184
110
80

72 EXP 304

Description: They may not look it, but the grim riders' donkeys are monsters in their own right. They are utterly dedicated to their riders.

NORMAL ITEM: Holy lance
RARE ITEM: Magical hat
REGIONS: Isolated Plateau, Godbird's Eyrie

193: HIGH ROLLER FAMILY: BEAST




281
28
148
118
101

87 EXP 245

Description: The number of eyes hidden underneath their masks constantly changes during battle. When they roll a six, expect to see a bomboulder join the fray.

NORMAL ITEM: Leather hat
RARE ITEM: Prayer ring
REGIONS: Untrodden Groves, Godbird's Eyrie, Areas Accessible By Air

187: DARK SEA-DIVA FAMILY: BEAST




236
25
188
98
90

61 EXP 287

Description: Born from the toxic sludge of the dark seas. Prevents foes from attacking by singing funny songs and making them laugh.

NORMAL ITEM: Waterweed mould
RARE ITEM: Leather cape
REGIONS: World of Darkness, Godbird's Eyrie (Dark)

194: DARKODILE FAMILY: BEAST




593
0
243
96
60

138 EXP 637

Description: A heligator that somehow lost its way, ended up in the World of Darkness, and began a new life as a darkodile.

NORMAL ITEM: Hairband
RARE ITEM: Scale armour
REGIONS: Godbird's Eyrie (Dark), World of Darkness, Alexandria Region, West Argonia, Kingdom of Ascantha, Maella Region, Baccarat Region

195: CYCLOPS




401
0
254
112
94

99 EXP 443

DESCRIPTION: A one-eyed giant possessing incredible strength. Fond of splitting the skulls of enemies with a swing of its enormous club.

NORMAL ITEM: Amor seco essence
RARE ITEM: Giant mallet
REGIONS: Untrodden Groves, Areas Accessible By Air, Trolls' Maze

196: BLOODY HAND




193
0
159
123
102

17 EXP 146

DESCRIPTION: Nightmarish creatures born from blood spilt on killing fields. They plunge battlefields into turmoil by beckoning other monsters into the fray.

NORMAL ITEM: Medicinal herb
RARE ITEM: Gold ring
REGIONS: Untrodden Groves, Godbird's Eyrie, Areas Accessible By Air

197: SNAPDRAGON



436
30
171
116
102

63 EXP 356

DESCRIPTION: Strange monsters that are animated forms of cursed rose bushes. They entwine enemies in thorny vines, then incinerate them with powerful fire spells.

NORMAL ITEM: Thorn whip
RARE ITEM: Spiked steel whip
REGIONS: Untrodden Groves, Areas Accessible By Air, Trolls' Maze

198: BUFFALOGRE




360
0
216
166
104

120 EXP 363

DESCRIPTION: A ferocious and powerful golden monster that grows even stronger when fighting alongside its friend, mohawker.

NORMAL ITEM: Red mould
RARE ITEM: Iron cuirass
REGIONS: Untrodden Groves

199: MOHAWKER




344
35
204
170
103

160 EXP 518

DESCRIPTION: A silver-coloured comrade of buffalogue. This monster fights tactically, using powerful healing magic to turn the tide of battle in its favour.

NORMAL ITEM: Wateryweed mould
RARE ITEM: Iron shield
REGIONS: Untrodden Groves

200: ARCHDEMON




340
45
252
165
114

62 EXP 418

DESCRIPTION: Fearsome demons capable of casting some truly explosive spells. Some theorise that these monsters are the adult form of minidemons.

NORMAL ITEM: Rockbomb shard
RARE ITEM: Battle fork
REGIONS: Black Citadel, Kingdom of Ascantha, Farebury Region, West Argonia, Holy Isle of Neos

201: BOBONGA




443
0
240
148
90

66 EXP 376

DESCRIPTION: An overweight and cautious dragon. When threatened, it takes a swig of amor seco essence from its jar to restore its HP.

NORMAL ITEM: Dragon dung
RARE ITEM: Fresh milk
REGIONS: Black Citadel, Kingdom of Ascantha, Farebury Region, East Argonia, Arcadia Region

202: CAPED CAPERER




218
0
140
158
134

31 EXP 199

DESCRIPTION: These dancers of the netherworld once played a central role in the rituals performed in honour of the Lord of Darkness. Experts in a wide variety of dance steps.

NORMAL ITEM: Boxer shorts
RARE ITEM: Devil's tail
REGIONS: Black Citadel, Kingdom of Ascantha, Farebury Region, Baccarat Region, Kingdom of Trodain

203: CLAWS




283
0
201
193
128

25 EXP 386

DESCRIPTION: Aggressive monsters covered from head to toe in hard scales. They use magic to lower enemy defences before moving in for the kill.

NORMAL ITEM: Iron helmet
RARE ITEM: Assassin's dagger
REGIONS: Untrodden Groves, Northwest Isle, Unnamed Isle, West Argonia, Holy Isle of Neos, Black Citadel

204: BOSS TROLL




780
0
278
79
82

56 EXP 426

DESCRIPTION: Leaders of the troll world. Their imposing bulk translates into a massive amount of HP. Resistant to damage and difficult to defeat.

NORMAL ITEM: Special medicine
RARE ITEM: Premium mould
REGIONS: Trolls' Maze, Kingdom of Ascantha, Alexandria Region, Black Citadel, Arcadia Region, Desert

205: MIMICK KING




340
Infinite
231
224
135

71 EXP 402

DESCRIPTION: Treasure chests brought as tribute to the Black Citadel, transformed by the power of the Lord of Darkness into vicious monsters.

NORMAL ITEM: Iron nail
RARE ITEM: Seed of wisdom
REGIONS: Farebury Region, Kingdom of Ascantha, Kingdom of Trodain, Blizzard Peaks, Arcadia Region, Black Citadel

206: FOWLFIGHTER



284
Infinite
245
165
118

60 EXP 376

DESCRIPTION: Bird-like monsters that patrol the halls of the Black Citadel. They carry swords consecrated by the Lord of Darkness himself.

NORMAL ITEM: Garter
RARE ITEM: Bastard sword
REGIONS: Untrodden Groves, East Argonia, Unnamed Isle, Black Citadel, Kingdom of Ascantha

207: DULLAHAN




115
24
227
264
108

48 EXP 378

DESCRIPTION: Talented and trusted monsters that serve as guardians. They are powerful indeed, with no weak points to speak of.

NORMAL ITEM: Leather cape
RARE ITEM: Steel shield
REGIONS: Maella Region, Kingdom of Ascantha, Kingdom of Trodain, Black Citadel, East Argonia, Baccarat Region

208: GIGANTES




710
0
285
148
98

36 EXP 511

DESCRIPTION: The fury of the Lord of Darkness taken physical form as a powerful monster. Combines sheer size and strength with an overwhelming hatred for anything human.

NORMAL ITEM: Amor seco essence
RARE ITEM: Elin elur
REGIONS: Black Citadel, Areas Accessible By Air, Maella Region

209: FROU-FROU FAMILY: DRAGON




310
0
254
180
111

57 EXP 396

NORMAL ITEM Magic beast hide
RARE ITEM Dragon scale
REGIONS Black Citadel, Alexandria Region, Maella Region, Northwest Isle, Baccarat Region

Description: This giant dragon swings its enormous tail to wallop multiple foes simultaneously

210: STONE GUARDIAN FAMILY: MATERIAL




450
0
246
207
23

180 EXP 422

NORMAL ITEM Rock salt
RARE ITEM Mighty armlet
REGIONS Black Citadel, Maella Region, Alexandria Region, East Argonia, Pickham Region

Description: A statue from the Black Citadel, risen to protect the Lord of Darkness in answer to devout believers' prayers.

211: WIGHT/PRIEST FAMILY: MONSTER




250
Infinite
169
190
126

57 EXP 398

NORMAL ITEM Magic vestment
RARE ITEM Rune staff
REGIONS Black Citadel, Alexandria Region, Farebury Region, Arcadia Region, Kingdom of Ascantha

Description: An apostle of the Lord of Darkness who sacrificed his own life in order to serve his master. Calls upon other monsters to fight alongside him during difficult battles.

212: HELL GLADIATOR FAMILY: MONSTER




376
0
256
167
112

94 EXP 416

NORMAL ITEM Hades' helm
RARE ITEM Platinum sword
REGIONS Black Citadel, Baccarat Region, Pickham Region

Description: Powerful warriors, enslaved and imprisoned by the power of the Lord of Darkness long ago.

213: DARK MOTH FAMILY: MONSTER




206
100
170
136
118

15 EXP 226

NORMAL ITEM Rennet powder
RARE ITEM Saint's ashes
REGIONS Farebury Region, Alexandria Region, Kingdom of Trodain, Maella Region, Land of the Moles, Pickham Region, Baccarat Region, Arcadia Region

Description: Few travellers survive an encounter with these foul monsters, as every beat of their dark wings fills the air with a poisonous powder.

214: DARK GRYPHON FAMILY: MONSTER




349
10
273
186
110

61 EXP 411

NORMAL ITEM Bunny tail
RARE ITEM Saint's ashes
REGIONS Alexandria Region, Kingdom of Ascantha, Unnamed Isle, East Argonia, Moly Isle of Neus, Pickham Region

Description: Firebirds born phoenix-like from raging infernos. Capable of exhaling an incinerating breath. Totally resistant to any fire-based attack.

215: DARK SABRECAT FAMILY: MONSTER




372
0
261
177
128

103 EXP 507

NORMAL ITEM Leather hat
RARE ITEM Saint's ashes
REGIONS Farebury Region, Kingdom of Ascantha, Unnamed Isle, Arcadia Region, East Argonia, Pickham Region, Areas Accessible By Air

Description: Ferocious shadowcats that prow through the darkness. It is said that no one who set eyes on a dark sabrecat ever lives to tell the tale.

216: HELL HOPPER FAMILY: MONSTER




261
255
278
166
130

66 EXP 379

NORMAL ITEM Moon's mercy
RARE ITEM Elevating shoes
REGIONS Unknown

Description: A strange pair of monsters living together in a symbiotic relationship. Said to drop an exceedingly rare pair of shoes when defeated.

217: DARK DEVILDOG FAMILY: MONSTER




397
0
312
153
108

71 EXP 398

NORMAL ITEM Iron headgear
RARE ITEM Life bracer
REGIONS Unknown

Description: These powerful dog-monsters are a handful in their own right, but become even more difficult to defeat when they call upon hell's gatekeepers for help.

218: HEAVY HOOD FAMILY: MONSTER




438
0
348
156
127

53 EXP 425

NORMAL ITEM Velvet cape
RARE ITEM Pirate's hat
REGIONS Unknown

Description: Murderous monsters that slipped into another world during their search for prey. When in a state of high tension, they can fell even experienced adventurers with a single chop of their axes.

219: HELL STALKER FAMILY: MONSTER




405
0
356
144
123

46 EXP 408

NORMAL ITEM Magic water
RARE ITEM Demon whip
REGIONS Unknown

Description: Fearsome demon-creatures belched from the depths of hell. It is said that they leave an eternal killing field in their bloody wake.

220: SILHOUETTE FAMILY: MONSTER




156
0
169
101
118

82 EXP 576

NORMAL ITEM Rennet powder
RARE ITEM Saint's ashes
REGIONS Unknown

Description: Almost nothing is known about these mysterious and phantasmal monsters who have a penchant for luring travellers to their death with an evil dance.

221: DEMOCROBOT FAMILY: MONSTER




1520
255
378
185
128

380 EXP 1830

NORMAL ITEM Seed of magic
RARE ITEM Gold nugget
REGIONS Unknown

Description: The mighty combined form of the head of state, the body politic, the right wing, and the other right wing... er, left wing. Feared for its mastery of lightning magic.

222: HEAD OF STATE FAMILY: MONSTER




412
255
155
192
163

40 EXP 320

NORMAL ITEM Soft cheese
RARE ITEM Thinking cap
REGIONS Unknown

Description: The self-proclaimed brains of the team. Capable of casting both lightning-based and healing spells. Boasts of being elected by its fellow party members. In reality, it was handed the position by their father.

223: BODY POLITIC




564
0
185
170
104

50 EXP 310

Description: The huge and sluggish body politic resists all but the most dedicated attacks.

NORMAL ITEM: Hard cheese
RARE ITEM: Magic armour
REGIONS: Unknown

230: BELIAL




720
60
389
168
124

156 EXP 523

Description: A general in the army of the underworld. Already powerful in its own right, after psyching up its attacks can injure entire parties with a single strike.

NORMAL ITEM: Tough guy tattoo
RARE ITEM: Battle fork
REGIONS: Unknown

224: RIGHT WING




500
0
180
164
115

20 EXP 290

Description: Famed for chucking evilly during battle. In reality, chuckles evilly all the time.

NORMAL ITEM: Chunky cheese
RARE ITEM: Bastard sword
REGIONS: Unknown

231: SOLARIS




437
0
331
203
129

86 EXP 468

Description: A mad planet with evil ambitions. Calls forth meteor storms to destroy any who dare oppose it.

NORMAL ITEM: Moonwort bulb
RARE ITEM: Seed of skill
REGIONS: Unknown

225: LEFT WING



536
0
163
159
115

20 EXP 280

Description: Incessantly complains about the activities of the right wing, body politic, and head of state, but lacks the motivation to actually do anything about it.

NORMAL ITEM: Highly-strung cheese
RARE ITEM: Power shield
REGIONS: Unknown

232: GREAT TROLL




1010
0
415
66
181

68 EXP 679

Description: An incredibly destructive monster with an attack power almost beyond imagination. Said to carry extremely rare seeds.

NORMAL ITEM: Medicinal herb
RARE ITEM: Seed of skill
REGIONS: Trolls' Maze, Unknown

226: PANDORA'S BOX




405
255
169
210
130

184 EXP 560

Description: Like a demented jack-in-the-box, this well-camouflaged monster lives to surprise unwary travellers. Often carries precious materials that can be used in the alchemy pot.

NORMAL ITEM: Recovery ring
RARE ITEM: Orichalcum
REGIONS: Unknown

233: UNHOLY BISHOP




411
58
153
180
182

73 EXP 619

Description: Fearsome magicians who hold the power of life and death in their cruel hands. Masters of magic, they are adept at casting every form of spell.

NORMAL ITEM: Spangled dress
RARE ITEM: Velvet cape
REGIONS: Unknown

227: WIGHT KING



456
64
194
136
125

77 EXP 477

Description: Once a king amongst men. Killed during a crusade. His bitter soul bears a grudge to this very day.

NORMAL ITEM: Saint's ashes
RARE ITEM: Skull ring
REGIONS: Unknown

234: HELL'S GATEKEEPER




625
0
334
225
185

68 EXP 662

Description: A monster that stands guard at the gates to the netherworld. Calls forth an elysium bird to drive your monster team back into reserve.

NORMAL ITEM: Platinum mail
RARE ITEM: Ruinous shield
REGIONS: Unknown

228: INVISIBLE SWORDSMAN




511
0
314
178
128

55 EXP 502

Description: A knight that traded his physical body for the power of the Lord of Darkness. Lofts his sword high in the air to call down a divine punishment upon his foes.

NORMAL ITEM: Dark robe
RARE ITEM: Rusty old sword
REGIONS: Unknown

235: CROCODOG




1070
0
386
168
168

82 EXP 718

Description: An enormous, airborne alligator creature with a cruel smile and a vicious chuckle. Beware its powerful body-slam attack.

NORMAL ITEM: Leather shield
RARE ITEM: Seed of skill
REGIONS: Unknown

229: HELLSPAWN




101
0
156
54
121

42 EXP 589

Description: Undead creatures that torment enemies with an array of powerful and destructive breath attacks. Psyche up if you want any hope of landing a solid hit.

NORMAL ITEM: Nook grass
RARE ITEM: Cloak of evasion
REGIONS: Unknown

236: KHALAMARI KID




43
0
44
51
43

9 EXP 57

Description: The juvenile form of the same type of monsters as Khalamari. Often tries to play with the enemy instead of attacking them.

NORMAL ITEM: Waterweed mould
RARE ITEM: Oaken club
REGIONS: Kingdom of Ascantha, Pickham Region, Ocean

237: SEE URCHIN




Description: A healer of the sea. Will often flee immediately after healing an injured comrade. Can be quite difficult to hit.

HP: 16, MP: 4, DEF: 28, ATK: 4, SKL: 45

20 EXP 24

NORMAL ITEM: Medicinal herb
RARE ITEM: Bandit's grass skirt
REGIONS: Alexandria Region, Kingdom of Ascantha, Ocean

244: SQUID KID




Description: The juvenile form of the king squid. Not particularly interested in fighting. Think of them as the mascots of the seal.

HP: 74, MP: 0, DEF: 71, ATK: 60, SKL: 30

15 EXP 24

NORMAL ITEM: Pointy hat
RARE ITEM: Dancer's costume
REGIONS: East Argonia

238: MAN O' WAR




Description: Their cute appearance belies the ferocity of their attacks. Known for preying upon ships at sea, which they surround and subdue with powerful paralysis spells.

HP: 55, MP: 0, DEF: 34, ATK: 23, SKL: 23

12 EXP 25

NORMAL ITEM: Moonwort bulb
RARE ITEM: Plain cheese
REGIONS: Alexandria Region, Ocean, Pirate's Cove

245: CRAYZEE




Description: Crayfish monsters covered in ultra-hard armour plates. Particularly resistant to air-based spells.

HP: 91, MP: 10, DEF: 84, ATK: 65, SKL: 64

25 EXP 94

NORMAL ITEM: Edged boomerang
RARE ITEM: Turtle shell
REGIONS: East Argonia, Pirate's Cove

239: YABBY




Description: A monstrous crustacean sporting an impenetrable shell. Parries attacks by flexing its body.

HP: 41, MP: 2, DEF: 41, ATK: 57, SKL: 21

18 EXP 31

NORMAL ITEM: Boomerang
RARE ITEM: Scale shield
REGIONS: Alexandria Region, Kingdom of Ascantha, Pickham Region

246: EVEL




Description: A monstrous form of moray eel that subdues enemies with a mouth full of poisonous fangs.

HP: 94, MP: 0, DEF: 95, ATK: 81, SKL: 62

11 EXP 92

NORMAL ITEM: Antidotal herb
RARE ITEM: Snakeskin whip
REGIONS: Ocean

240: KING KELP



Description: Like pop-stars of the deep sea, these vile vocalists call other monsters to their aid with their smooth singing voices.

HP: 84, MP: 0, DEF: 48, ATK: 36, SKL: 33

16 EXP 56

NORMAL ITEM: Waterweed mould
RARE ITEM: Coral hairpin
REGIONS: Kingdom of Ascantha, Pickham Region, Pirate's Cove, Ocean

247: MERMAN




Description: A fearsome hunter of the sea. Uses magic to decrease a foe's defence before slashing at it with its razor-sharp talons.

HP: 101, MP: 12, DEF: 92, ATK: 66, SKL: 65

19 EXP 106

NORMAL ITEM: Medicinal herb
RARE ITEM: Scale armour
REGIONS: Pickham Region, East Argonia

241: WILD BOARFISH




Description: A fish monster with a pig-like face. Its flesh is poison to anyone foolish enough to eat it.

HP: 63, MP: 0, DEF: 62, ATK: 70, SKL: 56

11 EXP 60

NORMAL ITEM: Antidotal herb
RARE ITEM: Scale shield
REGIONS: Ocean

248: KING SQUID




Description: Feared by sailors, who also call these monsters 'terror tentacles'. Due to the high HP of king squids, you may want to use instant-death spells rather than physical attacks to subdue them.

HP: 261, MP: 0, DEF: 111, ATK: 54, SKL: 15

46 EXP 116

NORMAL ITEM: Leather whip
RARE ITEM: Strong medicine
REGIONS: Beccarat Region, Ocean

242: ANCHORMAN




Description: The anchor of a ship that sunk with all hands on board, given new life as a vengeful monster. Launches itself from the sea bed in an attempt to bring other ships down to share its fate.

HP: 80, MP: 16, DEF: 75, ATK: 82, SKL: 50

19 EXP 75

NORMAL ITEM: Tough guy tattoo
RARE ITEM: Assassin's dagger
REGIONS: East Argonia, Ocean

249: OCTAVIAN SENTRY




Description: Highly trained warriors of the sea, equally adept at physical and magical combat. Difficult to defeat with physical attacks alone.

HP: 118, MP: 30, DEF: 111, ATK: 87, SKL: 55

33 EXP 120

NORMAL ITEM: Iron helmet
RARE ITEM: Long spear
REGIONS: East Argonia

243: SEE ANGEL



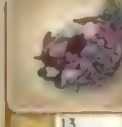
Description: Expert healers of the sea. Focus your attacks on these monsters first, as they are capable of resurrecting fallen allies.

HP: 82, MP: 13, DEF: 46, ATK: 16, SKL: 70

18 EXP 79

NORMAL ITEM: Amor seco essence
RARE ITEM: Bunny tail
REGIONS: Ocean

250: PIGMALION




Description: The tortured spirits of humans who perished at sea. Whenever a fellow monster dies, pigmalions almost inevitably sacrifice their own lives to resurrect their fallen allies.

HP: 100, MP: 12, DEF: 80, ATK: 72, SKL: 67

13 EXP 109

NORMAL ITEM: Antidotal herb
RARE ITEM: Waterweed mould
REGIONS: Ocean

251: SEA DRAGON WATER: AQUATIC




HP	123
DEF	24
STR	106
SPR	80
INT	85
EXP	114

Description: Fearsome monsters of the deep sea. Capable of using Gigafish to dazzle enemies. Remarkably agile and hard to hit.

NORMAL ITEM: Dragon scale
RARE ITEM: Scholar's specs
REGIONS: Ocean

256: SEASAU WATER: AQUATIC




HP	181
DEF	0
STR	145
SPR	90
INT	61
EXP	194

Description: Masters of breath-based attacks, these monsters use their fearful roar to intimidate enemies.

NORMAL ITEM: Dragon scale
RARE ITEM: Mercury's bandana
REGIONS: East Argonia

252: FOUL ANCHOR WATER: AQUATIC




HP	47
DEF	18
STR	109
SPR	164
INT	60
EXP	121

Description: Fearsome and angry wharf-monsters. Use spells to attack them, as weapons have little or no effect on their tough steel bodies.

NORMAL ITEM: Iron lance
RARE ITEM: Farmer's scythe
REGIONS: Ocean

257: OCTAVIAN PIRATE WATER: AQUATIC




HP	205
DEF	14
STR	153
SPR	128
INT	85
EXP	290

Description: Long feared by sailors, these monsters use their vicious lances and lightning-fast reflexes to deprive unwary ships of treasure.

NORMAL ITEM: Iron shield
RARE ITEM: Iron lance
REGIONS: Pirate's Cove

253: POISON EVEEL WATER: AQUATIC




HP	110
DEF	0
STR	125
SPR	94
INT	70
EXP	116

Description: A monster resembling an enormous sea snake. Highly venomous, these monsters use their fearful appearance to confuse enemies during battle.

NORMAL ITEM: Medicinal herb
RARE ITEM: Snakeskin whip
REGIONS: Ocean

258: RIPTIDE WATER: AQUATIC




HP	235
DEF	13
STR	186
SPR	136
INT	78
EXP	331

Description: A fearsome fighter of the seas with razor-sharp claws. Capable of spinning its body like a propeller to cut the enemy to ribbons.

NORMAL ITEM: Dagger
RARE ITEM: Scale armour
REGIONS: Pirate's Cove

254: SIREN WATER: AQUATIC




HP	112
DEF	16
STR	27
SPR	86
INT	63
EXP	125

Description: Evil mermaids that seduce and lure unwary sailors to their deaths with the tantalising promise of Puff-Puff delights.

NORMAL ITEM: Coral hairpin
RARE ITEM: Wizard's staff
REGIONS: Ocean

259: TENTACULAR WATER: AQUATIC




HP	502
DEF	30
STR	174
SPR	40
INT	45
EXP	303

Description: Rulers of the deep sea, these monsters boast incredible vitality. Generally speaking, they are nearly impossible to defeat with physical attacks alone.

NORMAL ITEM: Medicinal herb
RARE ITEM: Full moon ring
REGIONS: Ocean

255: MERKING WATER: AQUATIC




HP	196
DEF	32
STR	169
SPR	115
INT	86
EXP	278

Description: An elite among mermen. The hard scales covering its body bestow complete resistance to fire-based spells. Beware of their high attack power.

NORMAL ITEM: Antidotal herb
RARE ITEM: Medicinal herb
REGIONS: Pirate's Cove

260: ABYSS DIVER WATER: AQUATIC



HP	230
DEF	21
STR	168
SPR	90
INT	67
EXP	255

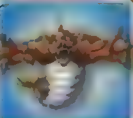
Description: Ferocious and hungry sea monsters. They wait in deep waters for ships to pass overhead, then launch themselves toward the surface to sink them.

NORMAL ITEM: Waterweed mould
RARE ITEM: Spicy cheese
REGIONS: Ocean

SELECTED BOSS MONSTERS

The following section contains just a smattering of the bosses in the game. Part of the enjoyment of playing this game is deciphering the strengths and weaknesses of the bosses, so be cautious when entering any boss fight!

261: GEYSER WATER: AQUATIC



HP	174
DEF	20
STR	145
SPR	14
INT	28
EXP	107

Description: A bitter and vengeful merman who has long sought the tortune feller responsible for dropping a crystal ball on his head.

NORMAL ITEM: Seed of strength
RARE ITEM: N/A
REGIONS: Waterfall Cave

262: KHALAMARI WATER: AQUATIC




HP	380
DEF	35
STR	145
SPR	63
INT	10
EXP	311

Description: Although temporarily transformed into a ferocious brute by Dhoulmagus's enchantments, Khalaman is actually quite a kind fellow at heart. At one time he planned to open his own comedy club.

NORMAL ITEM: N/A
RARE ITEM: N/A
REGIONS: Ocean

263: TORTURED SOUL FAMILY: ZOMBIE




HP 435
MP 735
Attack 64
Defense 15
Speed 36

Description: The cursed spirit of the abbot of the former abbey, which was destroyed after being stricken by the plague. Slaying this poor creature put an end to many centuries of suffering.

200 EXP 680

NORMAL ITEM Gold rosary
RARE ITEM N/A
REGIONS Ruined Abbey

273: RED HORN FAMILY: BEAST




HP 1000
MP 0
Attack 278
Defense 148
Speed 83

Description: One of the guardians of the Doors of Judgement deep within the Dragon Graveyard. Has carried out his duty for too many years to remember.

1500 EXP 4200

NORMAL ITEM Strong medicine
RARE ITEM Seed of strength
REGIONS Unnamed Isle, Dragon Graveyard

264: TRAP/BOX FAMILY: MATERIAL



HP 1100
MP 255
Attack 97
Defense 60
Speed 50

Description: A monster that carries the precious Venus' tear in its mouth. Its guiding motivation appears to be its obsession with priceless jewels and treasures.

660 EXP 1020

NORMAL ITEM Venus' tear
RARE ITEM N/A
REGIONS Swordsman's Labyrinth

274: BLUE FANG FAMILY: BEAST




HP 2830
MP 0
Attack 243
Defense 173
Speed 91

Description: One of the guardians of the Dragon Graveyard. Attacks candidates to test their worthiness to undertake the trial.

200 EXP 3990

NORMAL ITEM Strong antidote
RARE ITEM Seed of wisdom
REGIONS Unnamed Isle, Dragon Graveyard

265: DON MOLE FAMILY: BEAST




HP 1360
MP 0
Attack 132
Defense 74
Speed 64

Description: A self-proclaimed artist and music lover. Unfortunately for those around him, his love for music doesn't necessarily mean he's any good at it.

160 EXP 1160

NORMAL ITEM N/A
RARE ITEM N/A
REGIONS Mole Hole

276: GEMON FAMILY: DRD




HP 1950
MP 0
Attack 328
Defense 152
Speed 89

Description: Took Empyrea's egg hostage to force her to attack Dark Empyccchu.

0 EXP 8600

NORMAL ITEM Seed of skull
RARE ITEM N/A
REGIONS World of Darkness

266: SOUL MOLE FAMILY: BEAST




HP 80
MP 0
Attack 80
Defense 80
Speed 55

Description: Don Mole's loyal henchmen. Willing to endure anything for their boss... Except listening to his music, that is.

16 EXP 68

NORMAL ITEM N/A
RARE ITEM N/A
REGIONS Mole Hole

279: SERVANT OF DARKNESS FAMILY: UNKNOWN



HP 412
MP 255
Attack 369
Defense 237
Speed 156

Description: Once the world's most powerful warrior, his abilities earned him a place as a sentinel of the Black Citadel.

501 EXP 1600

NORMAL ITEM Hades' helm
RARE ITEM Mirror armour
REGIONS Black Citadel, Unknown

267: ARGON LIZARD FAMILY: DRAGON




HP 127
MP 0
Attack 168
Defense 155
Speed 80

Description: Long hunted for their precious Argon hearts, these monsters run at the first sight of humans.

102 EXP 650

NORMAL ITEM Argon heart
RARE ITEM N/A
REGIONS Royal Hunting Ground

284: MEGALODON FAMILY: UNKNOWN



HP 576
MP 32
Attack 288
Defense 145
Speed 115

Description: One of the main guardians of the Black Citadel. Draws upon the power of the deepest, darkest seas to destroy the World of Light.

0 EXP 1350

NORMAL ITEM Yggdrasil dew
RARE ITEM N/A
REGIONS Black Citadel

268: GREAT ARGON LIZARD FAMILY: DRAGON




HP 1350
MP 0
Attack 195
Defense 140
Speed 54

Description: The largest and most impressive Argon lizard. Its Argon heart is said to be pretty huge!

520 EXP 2650

NORMAL ITEM Great big Argon heart
RARE ITEM N/A
REGIONS Royal Hunting Ground

285: RUIN FAMILY: UNKNOWN



HP 3880
MP 0
Attack 513
Defense 130
Speed 109

Description: The ruin of the Black Citadel itself, risen to defend its master!

0 EXP 2480

NORMAL ITEM Onchakum
RARE ITEM N/A
REGIONS Black Citadel

INFAMOUS MONSTERS

Here are all the monsters you can find, recruit, and add to your Monster Arena teams. Consider the following when putting together a team:

Many monsters have stats that are not fixed because they rise along with the level of your party leader. Note that these stats reflect the stats they will bring to your team; many Team Monsters have higher stats when they fight your party during the scouting process.

Turns in combat is only relevant when you use the Call Team command in a normal battle. Add together the Turns in Combat field for all three numbers, then round off to the nearest whole number. This determines how long your team will stay on the field. The wait extra turn team bonus adds 1 to this number.

The Teams are special monster teams to which the monster belongs. See the "Special Monster Teams" chapter to find out what other monsters are needed to fill out the team and unlock the bonuses.

ARCHER

TITLE: SHARPSHOOTER
SPECIES: BODKIN BOWYER
FAMILY: HUMANOID

HP: 88-193
MP: 15-32
Attack: 58-154
Defence: 50-190
Agility: 38-251
Turns in Combat: 0.7

17 EXP 46

Copper
The Aggy Archers
Harrowing Arrow
Team Max HP +15
Not Quite Human
N/A
Team Max HP +15
Kingdom of Ascantha

CONDITION: None

Comments: Sharpshooter a.k.a. Archer has a more useful selection of attacks than its kin, including Snooze spells and the Multishot ability. However, it is still hampered by low HP.

ARCHFIEND

TITLE: ARCH-ARCHDEMON
SPECIES: ARCHDEMON
FAMILY: DEMON

HP: 926
MP: 38-74
Attack: 304-335
Defence: 132-168
Agility: 102-190
Turns in Combat: 0.9

31 EXP 466

Gold
Far From Heaven
N/A
Wait Extra Turn
Untrodden Groves

CONDITION: None

Comments: Arch-archdemon a.k.a. Archfiend has 926 HP, a high attack score, and the useful Kaboom spell (as well as Insultale). It doesn't play well with other monsters, but is a great addition to any team.

ARGES

TITLE: BIG BLUE BULLY
SPECIES: CYCLOPS
FAMILY: DEMON

HP: 671-760
MP: 0
Attack: 238-255
Defence: 112-124
Agility: 94-159
Turns in Combat: 0.9

66 EXP 346

Silver
Club Club
Mind Breaker
N/A
Far From Heaven
N/A
Wait Extra Turn
Untrodden Groves in Areas Accessible By Air

CONDITION: None

Comments: Big Blue Bully a.k.a. Arges is a heavy hitter with a lot of HP, but it's a bit below the power curve by the time you can scout it. Brontes, for example, is a very similar monster that has better stats and works in a larger combination of teams.

BIG AL

TITLE: AL GEE
SPECIES: KING AEP
FAMILY: AQUATIC

HP: 226-327
MP: 16-22
Attack: 126-203
Defence: 89-113
Agility: 72-183
Turns in Combat: 1

33 EXP 181

Copper
The Psyche Wards
Tension Boost
N/A
The Aqua Marines
N/A
Team Defence +30
Argonia

CONDITION: None

Comments: Al Gee a.k.a. Big Al's Silly Song only hits one target. He also suffers from a lack of defence, although he can shore up this weakness to some extent with his Midheal spell.

BLADEWOLF

TITLE: LOOPY LUPUS
SPECIES: HUMPING JACAL
FAMILY: BEAST

HP: 441-541
MP: 0
Attack: 208-278
Defence: 101-238
Agility: 90-168
Turns in Combat: 1.2

43 EXP 216

Silver
Just Beastly
N/A
Team Attack +15
Uncharted Isle on the southwest part of the world map

CONDITION: After defeating Monster Arena Rank D

Comments: Loopy Lupus a.k.a. Bladewolf will add some offensive might to any mid-level team with its powerful and consistent attacks. But first you must find it; it prowls around on a small island that doesn't even appear on the world map!

BLIZAG Jr.

TITLE: COLD FIRE
SPECIES: FROSTBURN
FAMILY: ELEMENTAL

HP: 199-223
MP: 12-16
Attack: 118-190
Defence: 82-155
Agility: 93-134
Turns in Combat: 0.8

63 EXP 224

Copper
Demented Elements
Elemental Storm
N/A
Blizzard Peaks

CONDITION: None

Comments: Cold Fire a.k.a. Blizag Jr. can be a dangerous monster to scout, because it can use the Thwack spell to score instant-kills. Thwack can work in the Monster Arena too, but it is less effective because it can only target one enemy at a time.

BONES

TITLE: OLD SOLDIER
SPECIES: SKELETON
FAMILY: ZOMBIE

HP: 371
MP: 10-29
Attack: 148-187
Defence: 81-208
Agility: 90-217
Turns in Combat: 0.6

26 EXP 173

Copper
The Blade Runners
Triple Swords
N/A
The Zombobops
N/A
Team Max HP +30
Northwest Isle

CONDITION: None

Comments: Old Soldier a.k.a. Bones is a decent warrior that alternates between sword strikes and casting Kasap. If you're looking for a third swordsman, Bones will fit the bill. When fighting solo, though, Bones has too few HP to last.

MONSTER

BLADEWOLF

BLADEWOLF

BLADEWOLF

BLADEWOLF

BLADEWOLF

BLADEWOLF

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BLADEWOLF

BRICKMAN

TITLE: BRICKLAYER
SPECIES: GOLEM
FAMILY: MATERIAL

HP: 260-743
MP: 0
Attack: 132-297
Defence: 69-302
Agility: 37-165
Turns in Combat: 0.7

55 EXP 275

Silver
My Three Golems
The Golematör
N/A
Materialistic
N/A
Wait Extra Turn
Maella Region

DEATHNOTE
TEAM BONUSES
LOCATION

Comments: Bricklayer a.k.a. Brickman is unique among the Golems, as its stats don't increase like the others. Like the other Golems, Brickman is a solid attacker and a key part of the all-Golem team, but it will spend some of its turns psyching up instead of attacking.

CONDITION: None

CLIO

TITLE: COLOSSAL CLONE
SPECIES: SEE-ANGEL
FAMILY: AQUATIC

HP: 131-284
MP: 48-89
Attack: 36-50
Defence: 83-131
Agility: 163-233
Turns in Combat: 0.6

40 EXP 120

Silver
The Aqua Marines
N/A
Team Defence +30
Unnamed Isle

DEATHNOTE
TEAM BONUSES
LOCATION

Comments: With recovery spells like Zing and Multiheal and a naturally high agility (further boosted by Accelerate), Colossal Clone a.k.a. Clio can be a very effective healer. However, this monster doesn't have enough HP to survive for long in any Monster Arena battles beyond the first few ranks.

CONDITION: None

BRONTES

TITLE: GIGANTES GUARDSMAN
SPECIES: GIGANTES
FAMILY: DEMON

HP: 764-864
MP: 0
Attack: 274-282
Defence: 141-166
Agility: 88-99
Turns in Combat: 1

75 EXP 381

Gold
Two Eyes
Sapper Slappers
Wait Extra Turn
Club Club
Mind Breaker
N/A
Isolated Plateau

DEATHNOTE
TEAM BONUSES
LOCATION

Comments: Gigantes Guardsman a.k.a. Brontes is a top-class monster that delivers consistently powerful attacks. Like Steropes, its partner in team Two Eyes, Brontes is a bit of a marshmallow with lots of HP but only average defence.

TEAM: Far From Heaven
DEATHNOTE: N/A
TEAM BONUSES: Wait Extra Turn
CONDITION: Day only

COWBOY

TITLE: BUFFALO BILL
SPECIES: BULLFINCH
FAMILY: BEAST

HP: 181-764
MP: 0
Attack: 61-196
Defence: 21-124
Agility: 20-195
Turns in Combat: 0.8

21 EXP 42

Copper
Just Beastly
N/A
Team Attack +15
Alexandria Region

DEATHNOTE
TEAM BONUSES
LOCATION

Comments: Buffalo Bill a.k.a. Cowboy is a simple and straightforward attacker. Its attacks grow significantly along with your Hero's level, but they'll always be at the low end of the scale.

CONDITION: None

BUSH-W.

TITLE: BUSHWHACKER
SPECIES: BERSERKER
FAMILY: HUMANOID

HP: 543-611
MP: 0
Attack: 109-252
Defence: 138-176
Agility: 100-240
Turns in Combat: 0.9

83 EXP 326

Silver
The Hackers
Typhoeus' Maul
N/A
Not Quite Human
N/A
Team Max HP +15
Kingdom of Ascantha on small isle

DEATHNOTE
TEAM BONUSES
LOCATION

Comments: Bushwhacker a.k.a. Bush-W. is a powerful, quick, and reliable attacker. Bush-W. is also a particularly good choice in combination with other axe-wielding monsters.

CONDITION: None

CURER

TITLE: ANGEL OF CURING
SPECIES: CURESLIME
FAMILY: SLIME

HP: 369-384
MP: 32-47
Attack: 76-95
Defence: 128-180
Agility: 93-229
Turns in Combat: 1.2

72 EXP 309

Silver
Slime Therapy
Multiheal
Team Max HP x2
Trauma Centre
Omniheal
Team Max HP x2
The King and Us
Maximaster
Team Max HP x2
Two areas in Arcadia Region

DEATHNOTE
TEAM BONUSES
LOCATION

Comments: Angel of Curing a.k.a. Curer is an enhanced version of Healer who uses Fullheal and Multiheal instead of the weaker versions. It is quite resilient for a healer, and can function well solo or in a wide variety of teams with Healer and other slimes.

TEAM: Wizards o' Z
DEATHNOTE: Zingslinger
TEAM BONUSES: Team Max HP x2
Slime Power
N/A
Team Max HP x2
After defeating Monster Arena Rank F

CAPERS

TITLE: FANTOM OF CHOPERA
SPECIES: PHANTOM FENCER
FAMILY: ZOMBIE

HP: 281-665
MP: 0
Attack: 196-303
Defence: 83-205
Agility: 90-227
Turns in Combat: 1

Team EXP Max

HP +30

Team Goodnight
Dirge
N/A
The Blade Runners
Triple Swords
Kingdom of Ascantha

DEATHNOTE
TEAM BONUSES
LOCATION

Comments: Fantom of Chopera a.k.a. Capers is a deadly attacker that can be scouted early in the game. It attacks reliably, often using a sword attack that causes good damage. As a sword-wielding, zombie/nocturnal creature, it fits into three special teams.

TEAM: N/A
DEATHNOTE: The Zombobops
TEAM BONUSES: N/A
CONDITION: Night only; appears after beating Monster Arena Rank F

CYBOT

TITLE: ATTACK BOT AKA II
SPECIES: KILLING MACHINE
FAMILY: MACHINE

HP: 525-635
MP: 0
Attack: 210-250
Defence: 175-275
Agility: 125-225
Turns in Combat: 1.2

121 EXP 556

Silver
The Blade Runners
Triple Swords
N/A
Clank and Spank
Metal Panks
N/A
Blizzard Peaks

DEATHNOTE
TEAM BONUSES
LOCATION

Comments: Attack Bot Mk II a.k.a. Cybot is virtually identical to Roborg, but with slightly better stats. Still, if one Killing Machine is good, two are better, and three are nearly unstoppable!

TEAM: Triple Trouble
DEATHNOTE: Stream Killer Attack
TEAM BONUSES: N/A
CONDITION: After defeating Monster Arena Rank D

DEADNOBLE



HP: 418-490
MP: 0
Attack: 158-260
Defence: 116-280
Agility: 68-207
Turns in Combat: 0.9

Comments: Occult Rider a.k.a. Deadnoble is a reliable fighter with high defence scores and powerful attacks. Pair him with other lancers, riders, or other zombies to unlock his ultimate potential.

89 EXP 224
Copper
The Javelinas
Jolly Joustiers
N/A
The Nightriders
Riders' Carnival
N/A
Northwest Isle

The Zombobops
N/A
Team Max HP +30
Appears after defeating Monster Arena Rank D

TITLE OCCULT RIDER
SPECIES BONE BARON
FAMILY ZOMBIE

FAT CAT



HP: 97-182
MP: 6-25
Attack: 83-162
Defence: 86-112
Agility: 61-146
Turns in Combat: 0.7

Comments: While your other team members battle your foes, Death Tabby a.k.a. Fat Cat is content to roll around and wash its face. As adorable as this may be, it's not going to get you far in the Monster Arena.

38 EXP 109
Copper
Just Beastly
N/A
Team Attack +15
Cape West of Pickham

CONDITION None

TITLE DEATH TABBY
SPECIES TALCAT
FAMILY BEAST

DOLDRUMS



HP: 150-230
MP: 8-28
Attack: 109-178
Defence: 132-212
Agility: 105-244
Turns in Combat: 1

Comments: Puppet Puglist a.k.a. Doldrums is physically weak, however, its attacks have a lot of status effects. They can also cast Multiheal if they have enough MP (it costs 10 MP a pop). Doldrums and Moppet gain a special agility bonus on top of the usual humanoid HP boost when used together.

56 EXP 173
Copper
Valentine's Day
N/A
Team Agility +15
Not Quite Human
N/A
Team Max HP +15
Isolated Plateau

CONDITION None

TITLE PUPPET PUGLIST
SPECIES PUPPET MASTER
FAMILY HUMANOID

FAUNUS



HP: 252-329
MP: 0
Attack: 116-162
Defence: 99-182
Agility: 76-124
Turns in Combat: 0.8

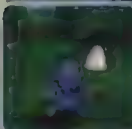
Comments: When you add Fertiliser a.k.a. Faunus to your team, you get its entire flock of sheep to boot. The Counting Sheep attack can put enemy parties to sleep, while Sheep Call can inflict heavy damage (regardless of enemy defence) to a target. Faunus is a decent early-game choice.

66 EXP 136
Copper
The Fatal Attraction
Love Typhoon
N/A
Not Quite Human
N/A
Team Max HP +15
Baccarat Region

CONDITION None

TITLE FERTILISER
SPECIES SILENUS
FAMILY HUMANOID

DOUG



HP: 210-259
MP: 0
Attack: 101-119
Defence: 103-130
Agility: 70-102
Turns in Combat: 0.7

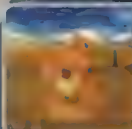
Comments: Mole Major a.k.a. Doug has average stats for early-game monsters, and isn't extremely effective in combat. It alternates between psyching up and attacking, which is not a very effective strategy in the quick rounds of Monster Arena combat.

32 EXP 106
Copper
Just Beastly
N/A
Team Attack +15
Land of the Moles

CONDITION None

TITLE MOLE MAJOR
SPECIES MAD MOLE
FAMILY BEAST

FLAMEMAN



HP: 206-313
MP: 0
Attack: 169-252
Defence: 78-179
Agility: 78-209
Turns in Combat: 0.8

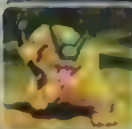
Comments: Not surprisingly, Living Flame a.k.a. Flameman uses a lot of fire-based attacks. Its stats aren't particularly great, but it has natural resistance to most magical types, except ice.

44 EXP 164
Copper
Demented Elements
Elemental Storm
N/A
Desert

CONDITION None

TITLE LIVING FLAME
SPECIES DANCING FLAME
FAMILY ELEMENTAL

DUMBKING



HP: 403-620
MP: 24
Attack: 168-216
Defence: 86-193
Agility: 81-125
Turns in Combat: 0.9

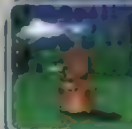
Comments: King of Dumbira a.k.a. Dumbking is a great choice for the early and middle rank fights in the Monster Arena. Its attacks are strong, plus it can cast the Oomph spell. The target of Oomph is chosen at random, but the effect is powerful and remains from round to round.

71 EXP 206
Copper
The Blade Runners
Triple Swords
N/A
Not Quite Human
N/A
Team Max HP +15
E Argonia

CONDITION None

TITLE KING OF DUMBIRA
SPECIES NOTSO MACHO
FAMILY HUMANOID

FLETCH



HP: 56-163
MP: 18-20
Attack: 35-108
Defence: 18-219
Agility: 16-217
Turns in Combat: 0.7

Comments: Shortshooter a.k.a. Fletcher casts a lot of Buff and Kabuff spells, which are not quite as effective in the Monster Arena. This foe is best used in combination with the other archers.

8 EXP 36
Copper
The Angry Archers
Harrowing Arrow
Team Max HP +15
Not Quite Human
N/A
Team Max HP +15
Farebury Region

CONDITION Day only

TITLE SHORTSHOOTER
SPECIES BODKIN ARCHER
FAMILY HUMANOID

Foul Fowl



HP: 101
MP: 0
Attack: 143
Defence: 116
Agility: 64-115
Turns in Combat: 1.1

33 EXP 101

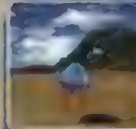
Copper
The Blade Runners
Triple Swords
N/A
The Avian Attackers
N/A
Team Agility +30
Baccarat Region

Comments: There is nothing exceptional about Raging Rooster a.k.a. Foul Fowl, except perhaps the ease with which you can find and capture it. This is a fine choice for filling out the third sword-wielder slot in your version of the Blade Runners team.

CONDITION Day only

TITLE RAGING ROOSTER
SPECIES FOWLFIGHTER
FAMILY BIRD

Healer



HP: 48-245
MP: 12-95
Attack: 27-152
Defence: 26-248
Agility: 20-242
Turns in Combat: 1.3

26 EXP 44

Copper
Slime Therapy
Multiheal
Team Max HP x2
Trauma Centre
Multiheal, Omniheal
Team Max HP x2
The King and Us
Maximaster
Team Max HP x2
Alexandria Region

Comments: As the name implies, Family Doctor a.k.a. Healer is primarily a healer that will cast Heal or Midheal as often as it attacks. When combined with other slimes, its healing abilities can become supercharged and many of them affect your party.

Wizards o' Z
Zingslinger
Team Max HP x2
Slime Power
N/A
Team Max HP x2

CONDITION None

TITLE FAMILY DOCTOR
SPECIES HIALSLIME
FAMILY SLIME

Goldman



HP: 206-638
MP: 0
Attack: 166-296
Defence: 131-234
Agility: 50-103
Turns in Combat: 0.7

239 EXP 121

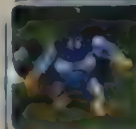
Gold
The Treasure Hunters
Good as Gold
Wait Extra Turn
My Three Golems
The Golemator
N/A
Holy Isle of Neos

Comments: Golems tend to be great team members, offering consistent attacks, high defence and good resistance to spells. They also work in a variety of interesting teams. Don't forget to battle Goldbricker a.k.a. Goldman for an easy gold monster coin.

Materialistic
N/A
Wait Extra Turn
Day only

TITLE GOLDBRICKER
SPECIES GOLD GOLEM
FAMILY MATERIAL

Hoodwink



HP: 341-635
MP: 0
Attack: 128-209
Defence: 97-230
Agility: 69-176
Turns in Combat: 0.9

56 EXP 215

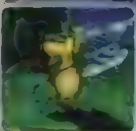
Gold
The Hackers
Typhoeus' Maul
N/A
Team Goodnight
Dirge
N/A
W Argonia

Comments: Hooded Hacker a.k.a. Hoodwink is a powerful attacker. It can be somewhat unreliable in combat on occasion, sometimes using a Dazzle-like ability and psyching itself up at inopportune times. On the other hand, Hoodwink can help complete three teams and is easy to find and catch.

Not Quite Human
N/A
Team Max HP +15
Night only

TITLE HOODED HACKER
SPECIES HOODUM
FAMILY HUMANOID

Hackzilla



HP: 145-897
MP: 0
Attack: 53-336
Defence: 19-230
Agility: 18-143
Turns in Combat: 0.9

31 EXP 103

Silver
The Hackers
Typhoeus' Maul
N/A
The Drag Racers
N/A
Team Attack +30
Farebury Region

Comments: This is a fantastic Team Monster that is very easy to find. Since its stats rise along with your party's level, Axoraptor a.k.a. Hackzilla is a viable contender right up to the final ranks of the Battle Arena. Its moves include two axe swings and an effective flame breath attack.

CONDITION None

TITLE AXORAPTOR
SPECIES HACKSAURUS
FAMILY DRAGON

Hori



HP: 499
MP: 25
Attack: 143-252
Defence: 78-247
Agility: 35-64
Turns in Combat: 1.3

103 EXP 261

Gold
The Legends
Big Bang
N/A
Slime Power
N/A
Team Max HP x2
Either W Argonia or E Argonia

Comments: This mighty king slime is a strong attacker with decent healing abilities. When combined with other monsters, Slime Creator a.k.a. Hori can help complete The Legends team.

TITLE SLIME CREATOR
SPECIES KING SLIME
FAMILY SLIME

Hazel



HP: 268-296
MP: 47-64
Attack: 65-71
Defence: 102-120
Agility: 104-132
Turns in Combat: 0.9

68 EXP 188

Copper
The Fatal Attraction
Love Typhoon
N/A
The Psyche Wards
Tension Boost
N/A
Pickham Region

Comments: Femme Fatale a.k.a. Hazel has a wide variety of moves to utilize. Its ability to raise itself to max tension is great, but not when it's followed by Puff-Puff, Fizzle, or some other non-attack move. Hazel does complete several interesting teams, however.

Far From Heaven
N/A
Wait Extra Turn
After defeating
Monster Arena Rank F

TITLE FEMME FATALE
SPECIES WITCH
FAMILY DEMON

Hork



HP: 161-816
MP: 0
Attack: 72-248
Defence: 32-40
Agility: 38-113
Turns in Combat: 0.7

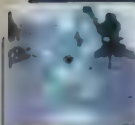
38 EXP 102

Copper
The Zombobops
N/A
Team Max HP +30
Pickham Region

Comments: Old-School Drooler a.k.a. Hork's stats grow as your party grows, which oftentimes results in good HP and attack stats. However, its defence isn't quite up to par and its attacks are not very effective.

TITLE OLD SCHOOL DROOLER
SPECIES WALKING CORPSE
FAMILY ZOMBIE

JACK FROST



HP: 321-358
MP: 10-12
Attack: 160-219
Defence: 103-151
Agility: 106-137
Turns in Combat: 0.9

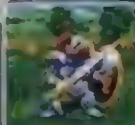
Comments: Big Blizzard a.k.a. Jack Frost is the most powerful elemental. When you combine three specific elementals, they form a team that is virtually impervious to magic. As with Blizz Jr., watch out for Thwack when you recruit Jack Frost!

109 EXP 328
Copper
Demented Elements
Elemental Storm
N/A
Two areas in Blizzard Peaks

After defeating Monster Arena Rank D

TITLE: BIG BLIZZARD
SPECIES: FROSTBURN
FAMILY: ELEMENTAL

LONELY JOE



HP: 78-266
MP: 0
Attack: 71-328
Defence: 37-262
Agility: 29-153
Turns in Combat: 0.9

Comments: If your party is at a high enough level when you begin to pursue the Monster Arena side quest, Hollow Knight a.k.a. Lonely Joe can be a potent fighter. It's one member of your starting party that you may not need to replace for the first couple of Monster Arena rank fights.

34 EXP 56
Copper
The Blade Runners
Triple Swords
N/A
Materialistic
N/A
Wait Extra Turn
Maella Region

None

TITLE: HOLLOW KNIGHT
SPECIES: RESTLESS ARMOUR
FAMILY: MATERIAL

JEWELBAG



HP: 215-286
MP: 8-20
Attack: 62-127
Defence: 110-271
Agility: 67-198
Turns in Combat: 1

Comments: Jewel Juggler a.k.a. Jewelbag fills out a few interesting teams, but it isn't the best choice to use on its own. Even if you don't intend to recruit it, it's well worth fighting Jewelbag for the 261 gold and the Silver Coin that it drops.

261 EXP 89
Silver
The Treasure Hunters
Good as Gold
Wait Extra Turn
The Psyche Wards
Tension Boost
N/A
Happy Together
N/A
N/A
Maella Region on small isle

Materialistic
N/A
Wait Extra Turn

None

TITLE: JEWEL JUGGLER
SPECIES: GOODYBAG
FAMILY: MATERIAL

McHAMMER



HP: 83-170
MP: 0
Attack: 65-163
Defence: 36-113
Agility: 34-82
Turns in Combat: 0.7

Comments: Mullet Mallet a.k.a. McHammer isn't the strongest scoutable monster. It spends a lot of time psyching itself up, and may at times use this to dish out devastating attacks. However, since it uses its moves at random, it is rarely uses its tension effectively.

28 EXP 53
Copper
Not Quite Human
N/A
Team Max HP +15
Maella Region

None

TITLE: MULLET Mallet
SPECIES: BROWNIE
FAMILY: HUMANOID

JOCKEY



HP: 320-359
MP: 0
Attack: 149-201
Defence: 162-244
Agility: 126-248
Turns in Combat: 1.1

Comments: Bone Racer a.k.a. Jockey is a fairly strong fighter with high defence. It fits comfortably into three teams, although the Demon bonus of an extra turn only helps when you call your team, making it less helpful in the Monster Arena.

108 EXP 169
Copper
The Blade Runners
Triple Swords
N/A
The Nightriders
Riders' Carnival
N/A
Desert

Far From Heaven
N/A
Wait Extra Turn
After defeating Monster Arena Rank D

TITLE: BONE RACER
SPECIES: SKULLRIDER
FAMILY: DEMON

MECHABUDO



HP: 40-167
MP: 16
Attack: 45-136
Defence: 23-214
Agility: 10-173
Turns in Combat: 0.6

Comments: Automaton Aviator a.k.a. Mechabudo's stats grow very slowly, so it's not a great choice to use by itself. However, it can be a valuable addition if you plan to create the Clank and Speak team before you unlock the third Killing Machine.

14 EXP 36
Copper
Clank and Spank
Metal Panic
N/A
Farebury Region

Day only

TITLE: AUTOMATON AVIATOR
SPECIES: MECHA-MYNAH
FAMILY: MACHINE

METABBLE



HP: 6
MP: 96
Attack: 65-205
Defence: 715-965
Agility: 125-204
Turns in Combat: 1.3

Comments: With its incredibly high defence, Metal Babble a.k.a. Metabble's 6 HP can go a long way, especially when paired with healing slimes (and it's doubled in a party full of slimes). Unfortunately, the wandering Metabble can be very difficult to find.

18 EXP 1010
Gold
Metal Power
Magic Burst
Team Max HP x2
The Metal Mob
Multi Masher (Magic Burst)
Team Max HP x2
Wizards o' Z
Zingslinger
Team Max HP x2
Appears in one of four locations: 1. Maella Region on small isle; 2. Uncharted tile on the southwest part of the world map; 3. Unnamed Isle; 4. Isolated Plateau in Areas Accessible By Air

Mega Metal Maniacs
Magic Burst
Team Max HP x2
Slime Power
N/A
Team Max HP x2
After defeating Monster Arena Rank B

TITLE: METAL BABBLE
SPECIES: LIQUID METAL SLIME
FAMILY: SLIME

KLUB KONG



HP: 162-349
MP: 0
Attack: 109-267
Defence: 53-211
Agility: 81-150
Turns in Combat: 0.9

Comments: Abominable Ape a.k.a. Klub Kong has some very strong attacks, but occasionally wastes a turn doing nothing or using a power attack that frequently misses.

22 EXP 128
Copper
Club Club
Mind Breaker
N/A
Just Beastly
N/A
Team Attack +15
Baccarat Region

None

TITLE: ABOMINABLE APE
SPECIES: GORILLA
FAMILY: BEAST

METALY

TITLE: QUICK SILVER
SPECIES: METAL SLIME
FAMILY: SLIME

HP: 3
MP: 64
Attack: 36-129
Defence: 499-970
Agility: 65-122
Turns in Combat: 1.2

5 EXP 135

Gold
Slime Time
Slime Spank
Team Max HP x2
Slime Therapy
Multiheal
Team Max HP x3
Metal Power
Magic Burst
Team Max HP x2
Appears in one of four locations in Alexandria Region

DEATHMOVE: Trauma Centre
DEATHMOVE: Omniheal
TEAM BONUS: Team Max HP x2
TEAM BONUS: The Metal Mob
TEAM BONUS: Multi Masher (Magic Burst)
TEAM BONUS: Team Max HP x2
TEAM BONUS: Full Metal Power
TEAM BONUS: Magic Burst
TEAM BONUS: Team Max HP x2
TEAM BONUS: Slime Power
TEAM BONUS: N/A
TEAM BONUS: Team Max HP x2
CONDITION: After defeating Monster Arena Rank F

Comments: Metal slimes can be difficult opponents in the Monster Arena for your foes. A mere 3 HP doesn't provide a large margin of error, but it gets doubled in a party full of slimes. Quick Silver a.k.a. Metaly can make a good special team with nearly any combination of slimes!

NOHI

TITLE: KILLER DIRECTOR
SPECIES: KILLING MACHINE
FAMILY: MACHINE

HP: 630-730
MP: 0
Attack: 225-265
Defence: 200-280
Agility: 125-225
Turns in Combat: 1.3

N/A EXP 118

496
Arena Rank B
The Blade Runners
Triple Swords
N/A
Clank and Spank
Metal Panic
N/A
The Legends
Big Bang
Either Kingdom of Ascartha on small isle or Desert in Areas Accessible by Air

DEATHMOVE: N/A
TEAM BONUS: Triple Trouble
TEAM BONUS: Stream Killer Attack
CONDITION: Night only; after defeating Monster

Comments: Killer Director a.k.a. Nohi is even more powerful than the other Killing Machines, and fills a role in four powerful teams.

MOPPET

TITLE: PUNCHIN' JUDY
SPECIES: PUPPETEER
FAMILY: HUMANOID

HP: 115-254
MP: 25-34
Attack: 76-191
Defence: 70-170
Agility: 63-163
Turns in Combat: 1.1

31 EXP 116

Copper
Valentine's Day
N/A
Team Agility +15
Not Quite Human
N/A
Team Max HP +15
Kingdom of Trodain

DEATHMOVE: N/A
TEAM BONUS: N/A
CONDITION: None

Comments: Puppeteers are fun, but characters that rely on status effects are not effective against most enemies in the Monster Arena. Note that if you run Punchin' Judy a.k.a. Moppet alongside Doll drums, you'll receive a double stat boost!

OCTURION

TITLE: OCTAVIUS MAXIMUS
SPECIES: OCTAVIAN SENTRY
FAMILY: AQUATIC

HP: 560-611
MP: 30-67
Attack: 177-239
Defence: 155-196
Agility: 131-202
Turns in Combat: 1.2

63 EXP 289

Silver
The Javelinas
Jolly Jousters
N/A
The Aqua Marines
N/A
Team Defence +30
E Argonia

DEATHMOVE: N/A
TEAM BONUS: Team Defence +30
CONDITION: Appears after beating Monster Arena Rank B

Comments: Octavius Maximus a.k.a. Octurion is one of the best healers in the game. It uses Fullheal often and can pull off a Zing spell in a pinch. Most importantly, Octurion has the HP and defensive fortitude to survive long enough to use these abilities.

NIGHTWING

TITLE: NIGHTSTALKER
SPECIES: NIGHT EMPEROR
FAMILY: DEMON

HP: 271-312
MP: 0
Attack: 90-191
Defence: 81-167
Agility: 55-85
Turns in Combat: 0.8

89 EXP 166

Copper
Team Goodnight
Dirge
N/A
Far From Heaven
N/A
Wait Extra Turn
Unnamed Isle

DEATHMOVE: N/A
TEAM BONUS: N/A
CONDITION: Night only

Comments: Nightstalker a.k.a. Nightwing is one of the weaker demons due to its low HP, but its Sweet Breath attack (which puts foes to sleep) can be useful in early ranks. Nightwing can unleash the risky Dirge deathmove when matched with Capers and Hoodwink.

ORCUS

TITLE: WILD SPEARMAN
SPECIES: ORC KING
FAMILY: BEAST

HP: 321-417
MP: 24-31
Attack: 150-250
Defence: 80-232
Agility: 74-196
Turns in Combat: 1.1

40 EXP 151

Copper
The Javelinas
Jolly Jousters
N/A
Just Beasty
N/A
Team Attack +15
Baccarat Region

DEATHMOVE: N/A
TEAM BONUS: Team Attack +15
CONDITION: None

Comments: If you don't heavily pursue the Monster Arena challenges until after you gain the ship, picking up this heavy-hitter will make the first several ranks seem quite easy. Later on, Wild Spearman a.k.a. Orcus can be useful in a group with the other Javelinas. Like Octurion, Orcus can cast Zing.

ORRID

TITLE: OCHRE OGRE
SPECIES: BUFFALO GRE
FAMILY: BEAST

HP: 613-634
MP: 0
Attack: 244-249
Defence: 138-150
Agility: 104-114
Turns in Combat: 1.1

103 EXP 261

Silver
The Dynamic Duo
Sapper Slapper
Team Attack +15
Just Beasty
N/A
Team Attack +15
Isolated Plateau

DEATHMOVE: N/A
TEAM BONUS: Team Attack +15
CONDITION: After defeating Monster Arena Rank F

Comments: Ochre Ogre a.k.a. Orrid is quite powerful and has the ability to psyche up quickly and unleash devastating attacks. In combination with Spike, Orrid is even stronger and the pair form a two-monster team that will serve you well in the high rank fights of the Monster Arena competition.

PA TROLL

TITLE: TROLL PATROLLER
SPECIES: BOSS TROLL
FAMILY: DEMON



HP: 999
MP: 0
Attack: 321-340
Defence: 63-74
Agility: 84-90
Turns in Combat: 1

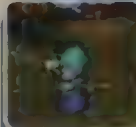
Comments: Troll Patroller a.k.a. Pa Troll's power comes at a cost, which is a serious lack of defence and agility. That's a high hurdle to leap, but if you're starting the Monster Arena late in the game or if you're at a low level, Pa Troll could be an effective member of your team.

CONDITION: None

79	EXP	466
Gold		
Club Club		
Mind Breaker		
N/A		
Far From Heaven		
N/A		
Wait Extra Turn		
Northwest Isle in Areas		
Accessible By Air		

SAGITTARI

TITLE: POISONOUS SNIPER
SPECIES: BODKIN-FLETCHER
FAMILY: HUMANOID



MP: 230-353
MP: 32
Attack: 160-170
Defence: 120-170
Agility: 80-100
Turns in Combat: 0.8

Comments: A reliable fighter that uses standard arrow shots and occasional poisonous multishot attacks that can inflict long-term damage to foes. Poisonous Sniper a.k.a. Sagittari is very easy to find, located on the path just north of Arcadia.

CONDITION: None

26	EXP	83
Copper		
The Angry Archers		
Harrowing Arrow		
Team Max HP +15		
Not Quite Human		
N/A		
Team Max HP +15		
Arcadia Region		

POTBELLY

TITLE: POTTY DRAGON
SPECIES: IARGON
FAMILY: DRAGON



HP: 452-739
MP: 0
Attack: 158-241
Defence: 95-106
Agility: 50-101
Turns in Combat: 1

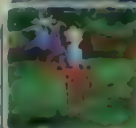
Comments: This is a very powerful monster when you consider how early you can scout it. If you're strong enough to beat it (and don't mind taking a little trip), you can recruit Potty Dragon a.k.a. Potbelly immediately after you gain the Monster Arena key.

CONDITION: None

53	EXP	374
Silver		
The Drag Racers		
N/A		
Team Attack +30		
Kingdom of Trodain		

SALSA

TITLE: PELVIC THRUSTER
SPECIES: REDTAIL HIPSTER
FAMILY: DEMON



HP: 260-330
MP: 0
Attack: 120-232
Defence: 91-100
Agility: 61-170
Turns in Combat: 1

Comments: Pelvic Thruster a.k.a. Salsa can be a powerful addition to your team, but it depends on which random moves it dishes out. Spin Attack is fantastic, but the tension-lowering Foxtrot dance isn't nearly as effective against many foes.

CONDITION: None

49	EXP	116
Copper		
Far From Heaven		
N/A		
Wait Extra Turn		
Pickham Region		

ROBOG

TITLE: ROBOSTER MK I
SPECIES: KILLING MACHINE
FAMILY: MACHINE



HP: 432-506
MP: 0
Attack: 173-222
Defence: 160-230
Agility: 120-251
Turns in Combat: 1

Comments: Killing machines make for fantastic team members, offering a wide variety of useful attacks, filling slots in three different teams and boasting impressive attack and defence stats. Since Roboster Mk I a.k.a. Robog has no prerequisites, you should grab it as soon as possible.

CONDITION: None

35	EXP	351
Silver		
The Blade Runners		
Triple Swords		
N/A		
Clank and Spank		
Metal Panic		
N/A		
Blizzard Peaks		

SCORPIUS

TITLE: SAND SLAYER
SPECIES: SCORPION
FAMILY: BUG



HP: 67-116
MP: 5-17
Attack: 104-160
Defence: 109-269
Agility: 32-51
Turns in Combat: 0.6

Comments: In addition to Sand Slayer a.k.a. Scorpius's high defence stat, it also uses the Kabuffi spell. Combined with its poison attacks, this can be a powerful combo but only if your opponents don't use spells! Scorpius is a fine choice against enemies that use only physical attacks.

CONDITION: Day only

16	EXP	100
Copper		
N/A		
N/A		
N/A		
Pickham Region		

ROBSTER

TITLE: LITTLE NIPPER
SPECIES: YABBY
FAMILY: AQUATIC



HP: 101-213
MP: 16-31
Attack: 54-180
Defence: 54-263
Agility: 45-193
Turns in Combat: 0.7

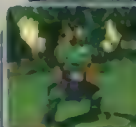
Comments: Defence can be important in Monster Arena battles, and Little Nipper a.k.a. Robster offers both high defence and the prospect of a party-wide defence boost when used with other aquatic enemies. Unfortunately, Robster wastes many of its turns draining MP that it can't use for itself.

CONDITION: None

27	EXP	64
Copper		
The Aqua Marines		
N/A		
Team Defence +30		
Pickham Region		

SEASAW

TITLE: TERROR TALONS
SPECIES: RIPTIDE
FAMILY: HUMANOID



HP: 316-399
MP: 21-29
Attack: 160-242
Defence: 162-205
Agility: 105-135
Turns in Combat: 1.1

Comments: Terror Talons a.k.a. Seasaw is a powerful attacker with a pretty good defence stat. It has the Whack spell, which can be dangerous when you try to scout it. Unfortunately, it isn't as effective during the higher rank fights of the Monster Arena.

CONDITION: After defeating Monster Arena Rank F

80	EXP	227
Copper		
Not Quite Human		
N/A		
Team Max HP +15		
Unnamed Isle		

SIPPY

TITLE: PAIN IN THE NECK
SPECIES: DRACKY
FAMILY: BIRD

HP: 40-231
MP: 0
Attack: 48-213
Defence: 25-201
Agility: 21-179
Turns in Combat: 0.7

3 EXP 30

Copper
The Drack Pack
Fat Drack
Team Agility +30
The Avian Attackers
N/A
Team Agility +30
Farebury Region

Comments: Pain in the Neck a.k.a. Sippy is a consistent attacker (it has no other moves) and is fairly skilled at dodging. It isn't terribly powerful, but when placed in a team with the two other Drackies, the three can assemble to form the mighty Great Drackyl!

CONDITION: Night only

SLURPY

TITLE: ALL DAY SUCKER
SPECIES: DRACKY
FAMILY: BIRD

HP: 70-231
MP: 0
Attack: 99-245
Defence: 130-206
Agility: 128-240
Turns in Combat: 0.7

11 EXP 138

Copper
The Drack Pack
Fat Drack
Team Agility +30
The Avian Attackers
N/A
Team Agility +30
W Argonia

Comments: Unless it's in a team, this monster has only straightforward attacks. Alone, All Day Sucker a.k.a. Slurpy's greatest asset is its high agility which enables it to dodge many enemy attacks.

CONDITION: None

SKELEDROID

TITLE: MAN AT ARMS
SPECIES: HELL GLADIATOR
FAMILY: ZOMBIE

HP: 503-715
MP: 0
Attack: 310-345
Defence: 238-268
Agility: 160-265
Turns in Combat: 1.1

99 EXP 373

Gold
The Blade Runners
Triple Swords
N/A
Club Club
Mind Breaker
N/A
The Zombobops
N/A
Team Max HP +30
Northwest Isle

Comments: Man-at-Arms a.k.a. Skeledoid is one of the best monsters in the game. It has impressive stats on offense and defence, it uses a slashing attack that may also put its target to sleep, and it fits into three different weapon teams!

TEAM: The Hackers
DEATHMOKE: Typhoeus' Maul
TEAM BONUS: N/A
CONDITION: After defeating Monster Arena Rank 8

SMILES

TITLE: SLIMY SMILEY
SPECIES: SLIME
FAMILY: SLIME

HP: 39-197
MP: 0
Attack: 21-270
Defence: 51-175
Agility: 60-242
Turns in Combat: 0.5

1 EXP 40

Copper
Slime Time
Slime Spank
Team Max HP x2
The Slime Squad
Supersize Slimy
Team Max HP x2
Kingdom of Trodain

Comments: Slimy Smiley a.k.a. Smiles is one of your first three monsters, but it may be the weakest of the bunch. However, it can be useful later in the game when you have other slimes to combine it with.

TEAM: Slime Power
DEATHMOKE: N/A
TEAM BONUS: Team Max HP x2
CONDITION: None

SLIME SHADY

TITLE: GLOOPY GROUPIE
SPECIES: SLIME
FAMILY: SLIME

HP: 89-228
MP: 0
Attack: 89-188
Defence: 100-179
Agility: 86-113
Turns in Combat: 0.6

1 EXP 73

Copper
Slime Time
Slime Spank
Team Max HP x2
The Slime Squad
Supersize Slimy
Team Max HP x2
Arcadia Region

Comments: Gloopy Groupie a.k.a. Slime Shady is better than Smiles in some respects, but potentially worse in others. It has only straightforward attacks, and should only be used in an all-slime team.

TEAM: Slime Power
DEATHMOKE: N/A
TEAM BONUS: Team Max HP x2
CONDITION: None

SNAP CASE

TITLE: MAN-EATER CHEST
SPECIES: CANNIBOX
FAMILY: MATERIAL

HP: 260-287
MP: 21-27
Attack: 123-179
Defence: 64-120
Agility: 60-133
Turns in Combat: 0.7

33 EXP 110

Copper
Materialistic
N/A
Wait Extra Turn
Kingdom of Trodain

Comments: Man-eater Chest a.k.a. Snap Case is a fairly powerful attacker, sometimes capable of attacking twice or casting a useful spell. However, it doesn't have enough defence to last long after the first few ranks of the Monster Arena.

CONDITION: None

SLIMEHOPPER

TITLE: ONE KNIGHT STAND
SPECIES: SLIME KNIGHT
FAMILY: SLIME

HP: 41-485
MP: 4-34
Attack: 26-296
Defence: 15-296
Agility: 13-205
Turns in Combat: 1

15 EXP 28

Copper
The Fatal Attraction
Love Typhoon
N/A
The Nightriders
Riders' Carnival
N/A
Slime Power
N/A
Team Max HP x2
Farebury Region

Comments: One Knight Stand a.k.a. Slimehopper is one of the easiest monsters to scout. It is fairly useful in combat, supplementing its normal attacks with the Heal spell. While Slimehopper's stats tend to be low, it can claim membership in four excellent teams.

TEAM: The Blade Runners
DEATHMOKE: Triple Sword
TEAM BONUS: N/A
CONDITION: None

SPIKE

TITLE: MUSCLY MOHAWKER
SPECIES: MOHAWKER
FAMILY: BEAST

HP: 183-573
MP: 35
Attack: 147-219
Defence: 126-144
Agility: 103-122
Turns in Combat: 1.1

88 EXP 199

Sliver
The Dynamic Duo
Sapper Slapper
Team Attack +15
Just Beastly
N/A
Team Attack +15
Cape West of Pickham

Comments: With slightly lower stats, Muscly Mohawker a.k.a. Spike seems like the weaker link in the Dynamic Duo (the two-monster team it shares with Orrid). However, Spike has the ability to cast Multiheal in combat, which is especially important considering the pair's low defence scores.

CONDITION: After defeating Monster Arena Rank F

SQUIGGLES



MP: 40-70
MP: 0
Attack: 54-64
Defence: 50-64
Agility: 57-116
Turns in Combat: 0.5

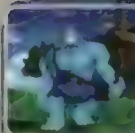
TITLE: SQUIGGLY SQUIGGLER
SPECIES: KHALAMARI KID
FAMILY: AQUATIC

Comments: Squiggly Squiggler a.k.a. Squiggles may be cute, but it's one of the weakest monsters in the game. Since it spends approximately one-third of its turns doodling, not much is left from an offensive standpoint.

9	EXP	40
DEATHMOVE	Copper	
TEAM BONUSES	Club Club	
DEATHMOVE	Mind Breaker	
TEAM BONUSES	N/A	
DEATHMOVE	The Aqua Marines	
TEAM BONUSES	N/A	
DEATHMOVE	Team Defence +30	
LOCATION	Pickham Region	

CONDITION None

STEROPES



MP: 880-950
MP: 0
Attack: 278-329
Defence: 149-200
Agility: 100-173
Turns in Combat: 0.8

TITLE: GIGANTES GANGSTER
SPECIES: GIGANTES
FAMILY: DEMON

Comments: Gigantes Gangster a.k.a. Steropes is even more powerful than Brontes, but you can't recruit it until you defeat Monster Arena Rank B. After that, add it to your team (preferably alongside Brontes) and you'll be in good shape for the final ranks!

103	EXP	390
DEATHMOVE	Silver	
TEAM BONUSES	Two Eyes	
DEATHMOVE	Sapper Slappers	
TEAM BONUSES	Wait Extra Turn	
DEATHMOVE	Club Club	
TEAM BONUSES	Mind Breaker	
DEATHMOVE	N/A	
LOCATION	Unnamed Isle	

DEATHMOVE	Far From Heaven	
TEAM BONUSES	N/A	
DEATHMOVE	Wait Extra Turn	
TEAM BONUSES	After defeating Monster Arena Rank B	

STONEMAN



MP: 560-810
MP: 0
Attack: 275-308
Defence: 255-306
Agility: 100-110
Turns in Combat: 0.7

TITLE: STONEMASON
SPECIES: STONE GOLEM
FAMILY: MATERIAL

Comments: Stonemason a.k.a. Stoneman is the strongest golem on its own, and the final member of My Three Golems. When used together, the three golems can fuse together to form Mazin, a golem made of other golems. Needless to say, Mazin's stats are top-notch!

63	EXP	380
DEATHMOVE	Silver	
TEAM BONUSES	My Three Golems	
DEATHMOVE	The Golemator	
TEAM BONUSES	N/A	
DEATHMOVE	Materialistic	
TEAM BONUSES	N/A	
DEATHMOVE	Wait Extra Turn	
LOCATION	Northwest Isle in Areas Accessible By Air	

CONDITION	After beating Monster Arena Rank B	
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SUGI



MP: 102-267
MP: 0
Attack: 63-216
Defence: 163-210
Agility: 134-257
Turns in Combat: 0.9

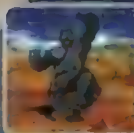
TITLE: SHADOW CONDUCTOR
SPECIES: DRACKY
FAMILY: BIRD

Comments: Shadow Conductor a.k.a. Sugi is on par with Slurpy, but you'll need to track it down to complete the Dracky team or one way to complete The Legends team of monsters.

N/A	EXP	60
TEAM	345	
DEATHMOVE	The Drack Pack	
TEAM BONUSES	Fat Drack	
DEATHMOVE	Team Agility +30	
TEAM BONUSES	The Avian Attackers	
DEATHMOVE	N/A	
LOCATION	Either Northwest Isle in Areas Accessible By Air or Isolated Plateau in Areas Accessible By Air	

DEATHMOVE	Team Agility +30	
TEAM BONUSES	The Legends	
DEATHMOVE	Big Bang	
LOCATION	Night only; after defeating Monster Arena Rank B	

TALOS



MP: 801
MP: 0
Attack: 316
Defence: 243
Agility: 116
Turns in Combat: 0.6

TITLE: CRAZED COLOSSUS
SPECIES: LIVING STATUE
FAMILY: MATERIAL

Comments: Crazy Colossus a.k.a. Talos's stats don't change as you level up, so the sooner you can scout it the better. It appears as soon as you clear the Monster Arena's Rank D and it is easy to find. It's slow and can't use any special deathmoves, but its attack and defence stats are very good.

109	EXP	226
DEATHMOVE	Silver	
TEAM BONUSES	Materialistic	
DEATHMOVE	N/A	
TEAM BONUSES	Wait Extra Turn	
LOCATION	Holy Isle of Nees	

CONDITION	Appears after defeating Monster Arena Rank D	
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TORCHMAN



MP: 336-361
MP: 0
Attack: 180-221
Defence: 105-156
Agility: 103-139
Turns in Combat: 0.9

TITLE: LIVING TORCH
SPECIES: DANCING FLAME
FAMILY: ELEMENTAL

Comments: Living Torch a.k.a. Torchman has the same attacks as Flameman, but each of its spells is one level more powerful. Elemental breath attacks like Flame Breath and Inferno are great against opponents with high-defence.

123	EXP	365
DEATHMOVE	Copper	
TEAM BONUSES	Demented Elements	
DEATHMOVE	Elemental Storm	
TEAM BONUSES	N/A	
LOCATION	Two areas in Desert	

CONDITION	Appears after defeating Monster Arena Rank D	
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TON



MP: 99-243
MP: 0
Attack: 8-316
Defence: 131-294
Agility: 93-212
Turns in Combat: 0.7

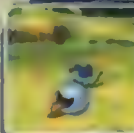
TITLE: SLIME DESIGNER
SPECIES: SLIME
FAMILY: SLIME

Comments: Slime Designer a.k.a. Ton is the third and final slime. It can finish the Slime Squad with its slime brethren or complete The Legends with Hori, Nohi, or Sugi.

1	EXP	54
DEATHMOVE	Gold	
TEAM BONUSES	Slime Time	
DEATHMOVE	Slime Spank	
TEAM BONUSES	Team Max HP x2	
DEATHMOVE	The Slime Squad	
TEAM BONUSES	Supersize Slimey	
DEATHMOVE	Team Max HP x2	
TEAM BONUSES	Slime Power	
DEATHMOVE	N/A	
TEAM BONUSES	Team Max HP x2	
LOCATION	Two areas on Isolated Plateau	

DEATHMOVE	The Legends	
TEAM BONUSES	Big Bang	
LOCATION	N/A	
CONDITION	After defeating Monster Arena Rank D	

TRICK BAG



MP: 189-234
MP: 10-16
Attack: 63-95
Defence: 104-179
Agility: 80-133
Turns in Combat: 0.8

TITLE: BUNDLE OF JOY
SPECIES: BAG O' LAUGHS
FAMILY: MATERIAL

Comments: Bundle of Joy a.k.a. Trick Bag has dismal stats, especially considering that you can't really scout it early in the game. Trick Bag is useful for completing the Psyche Wards team.

32	EXP	92
DEATHMOVE	Copper	
TEAM BONUSES	The Psyche Wards	
DEATHMOVE	Tension Boost	
TEAM BONUSES	N/A	
DEATHMOVE	Materialistic	
TEAM BONUSES	N/A	
DEATHMOVE	Wait Extra Turn	
LOCATION	W Argonia	

DEATHMOVE	Happy Together	
TEAM BONUSES	N/A	
LOCATION	N/A	
CONDITION	None	

TWIGGY

HP: 210-251
MP: 0
Attack: 64-231
Defence: 41-178
Agility: 38-94
Turns in Combat: 0.8

Comments: Root of Evil a.k.a. Twiggy is a great support monster that can heal and resurrect your other monsters. Unfortunately, Twiggy lacks much power from a defensive standpoint.

DEATHBLOW N/A
TEAM BORGLES N/A
LOCATION Maella Region

EXP 78

CONDITION None

BISHOP

LOCATION Two areas in Maella Region
CONDITION Appears after defeating the game

HEV

LOCATION Kingdom of Trodam near lake
CONDITION Unknown...

FRILLSAUR

LOCATION Untrodden Groves
CONDITION Day only; appears after defeating the game

MORNSTAR

LOCATION Arcadia Region near tunnel to Blizzard Peaks
CONDITION Appears after defeating the game

GRYPHUS

LOCATION W Argonia in Areas Accessible By Air
CONDITION Appears after defeating the game

SPOT

LOCATION Baccarat Region
CONDITION Day only; appears after defeating the game and beating Monster Arena Rank 8

MORRIE'S MONSTER ARENA

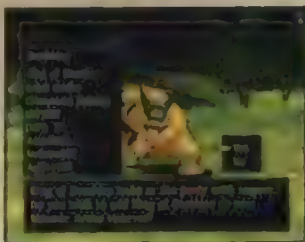


UNLOCKING THE MONSTER ARENA

When you first meet Morrie atop the keep near Pickham, he asks you to track down three particular monsters, fight them, and send them back to him. Unlike normal monsters, these guys are visible on the field and are among the first of over 70 "infamous monsters" you'll encounter.



After you defeat all three, Morrie hands over a key that allows you to enter the Monster Arena any time. Here you can send a handpicked team of monsters into combat with parties assembled by other monster scouts. Your starting team consists of the three monsters you defeated for Morrie. It's also possible to recruit additional infamous monsters, provided you can earn their respect by defeating them in combat.



Victories in the arena will earn you both items and special abilities, courtesy of Morrie. The most significant is the **Call Team** ability, which Morrie teaches you after you conquer Rank E. This skill enables you to call your Monster Team to replace your normal party in battle for a certain number of turns!

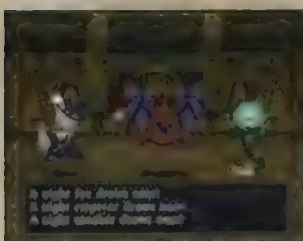


HOW BATTLES WORK

You can enter a battle by talking to the man in red behind one of the counters in the Monster Arena. The tournament is divided into eight ranks and you must conquer them in order, starting with the lowest (Rank C). There is a small fee to pay to enter each rank, but the potential prizes for winning are worth the price of entry. You can challenge a previously defeated rank for free, but you won't win any prizes.



Each rank consists of three rounds. Your enemies' monsters may appear to be ordinary monsters, but they have enhanced stats, making them formidable opponents. Also, your foes always begin at full health, while your team does not recover lost HP or MP between rounds.



During battles, your monsters fight on their own. You can't give them specific commands, so the strategic element lies in scouting the best monsters and identifying the correct mixture of attributes to fashion an all-conquering team from your ever-expanding roster.

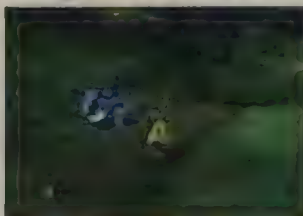
SCOUTING MONSTERS

As noted previously, you assemble your team from infamous monsters, which are the more powerful versions of normal monsters that you face in random monster encounters. Once Morrie makes you an official monster scout, any infamous monster you defeat will ask to join your team after you defeat it. The monsters you begin with are among the weakest in the game, so try to replace them quickly.



Monster Arena

Initially, there is space for only three monsters, so recruiting a new monster means releasing an old one (it returns to its original location). As you ascend the Monster



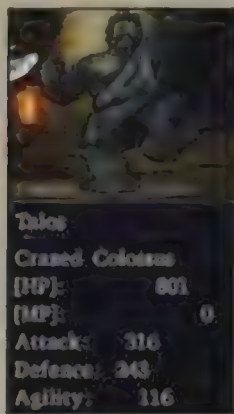
Arena ranks, Morrie will reward you with additional storage space in your reserves and even a second team! You can only enter one team of three monsters in each fight, but you can swap between teams and your bench before you register.

A few tips for catching monsters:

- When you see an infamous monster, try to attack it from behind. This may enable you to strike first.
- Some monsters only appear at night, while others only appear during the day. If an area seems suspiciously empty, try waiting until the next time change to see if a monster appears.
- Certain monsters appear only after you've conquered certain ranks in the Monster Arena. Ranks F, D, and B are the significant milestones.
- Most infamous monsters appear in only one location, but some may have up to five possible appearance points! They are only in one spot at any given time, so these monsters can be tricky to track down.
- A few super-secret infamous monsters do not appear until after the game is completed, or other criteria are fulfilled later in the game.

HOW INFAMOUS MONSTERS GROW

Infamous monsters distinguish themselves from their normal monster counterparts in many ways. They have names and higher stats and while they don't level up, they gain strength as your normal party gains strength. Note that not every monster stat is affected, and the amount by which they're affected can vary drastically. Some grow significantly as your party does (like Hackzilla), while others are as good as they'll ever be on the day you recruit them (like Talos). Note that infamous monsters grow whether they're in the wild or on your team; recruiting them early doesn't make a difference in their ultimate stats.



Hero Level 20



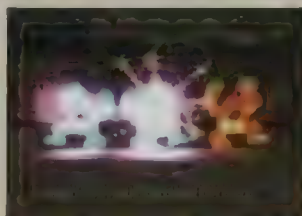
Hero Level 20

DEATHMOVES AND SPECIAL TEAMS

When you combine monsters of the same type, or ones that have something significant in common (they all wield the same weapon, for example), the team may gain a nickname, deathmoves, stat bonuses, or other secret traits. Your team will occasionally use a deathmove in combat automatically.



Despite their name, deathmoves aren't always offensive in nature. For example, Elemental Storm (used by a party of three Elementals) casts Bounce and Insulate on the party. If you use Call Team to summon a monster team that uses a stat-boosting or healing deathmove like this one, the effects will often carry over to your human party as well!



You can certainly get through the Monster Arena with three tough monsters that have nothing in common with each other, but it is often easier with a themed party that has a powerful team ability.

MONSTER ARENA PRIZES

- Rank G**
Strength ring (accessory); attack: 5; equipped by Hero, Yungus, Jessica, Angelo
- Rank F**
Bunny suit (armour); defence: 38; equipped by Jessica
- Rank E**
Ring of clarity (accessory); defence: 18, immunity to confusion; equipped by Hero, Yungus, Jessica, Angelo
- Rank D**
Mighty armlet (accessory); attack: 15; equipped by Hero, Yungus, Jessica, Angelo
- Rank C**
Saint's ashes (item); used in alchemy
- Rank B**
Bardiche of binding (scythe); attack: 83, does extra damage to demons, may silence target; equipped by Yungus
- Rank A**
Hero spear (spear); attack: 100, recovers user's HP; equipped by Hero
- Rank S**
Dragon robe (armour); defence: 183, reduces fire- and ice-type damage; equipped by Jessica, Angelo

MONSTER ARENA ROUNDS

RANK G

Entrance Fee: 100 gold

Prizes: Strength ring, +3 Reserves monster slots

GRIMEY—THE SLIMEYS



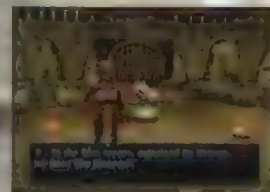
SHR-SLIMEN (2)

HP: 45
MP: 0
Attack: 45
Defence: 40
Agility: 50



SLIME KNIGHT

HP: 63
MP: 10
Attack: 65
Defence: 44
Agility: 72



GRACEY—TEAM FACE OFF



FROGFACE (3)

HP: 49
MP: 10
Attack: 52
Defence: 23
Agility: 52

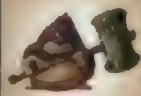


TRIFACE

HP: 80
MP: 0
Attack: 66
Defence: 53
Agility: 44



GRUELLY—THE BULLY BROTHERS



HAMMERHEAD

HP: 50
MP: 0
Attack: 49
Defence: 45
Agility: 18



GREASEBALL

HP: 82
MP: 0
Attack: 70
Defence: 62
Agility: 39



BUNNAMEN

HP: 77
MP: 0
Attack: 53
Defence: 45
Agility: 50



RANK F

Entrance Fee: 200 gold

Prizes: Bunny suit, unlock Compete against own team option

FISHER—THE FISHER KINGS



KUKULAMARI-KID (22)

HP: 66
MP: 0
Attack: 70
Defence: 68
Agility: 57



KING REAP

HP: 103
MP: 20
Attack: 82
Defence: 72
Agility: 59



FELBLE—HELL'S BELLS



DINGALING (22)

HP: 72
MP: 4
Attack: 63
Defence: 60
Agility: 71



BARON

HP: 120
MP: 0
Attack: 100
Defence: 71
Agility: 56

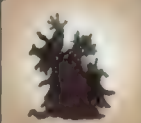


FINNEGAN—THE RED BARONS



DANCING DEVIL

HP: 70
MP: 0
Attack: 46
Defence: 45
Agility: 63



WAINY WEED

HP: 83
MP: 0
Attack: 77
Defence: 71
Agility: 61



REDTAIL HIPSTER

HP: 103
MP: 0
Attack: 106
Defence: 95
Agility: 70

RANK F STRATEGY

Watch out for redtail hipster's tail shake, which hits for about 50 HP to all party members. If your party is weak, this attack can eliminate multiple team members in a single turn.

RANK E

Entrance Fee: 300 gold

Prizes: Ring of clarity, Call Team ability (for Hero)

ERICSON—THE PRISON PUSSYCATS



JAILCAT (22)

HP: 65
MP: 12
Attack: 86
Defence: 66
Agility: 80



TERROR TABBY

HP: 99
MP: 20
Attack: 120
Defence: 80
Agility: 80



ELIDOR—THE FIEND FAMILY



MISCHIEF

HP: 146
MP: 32
Attack: 132
Defence: 80
Agility: 80



MINDEMON

HP: 83
MP: 60
Attack: 58
Defence: 63
Agility: 70



WIZEN

HP: 130
MP: 48
Attack: 110
Defence: 79
Agility: 80



EVIANA—THE DIRTY DANCERS



MUCKY MARIONETTE

HP: 180
MP: 0
Attack: 132
Defence: 92
Agility: 64



TAP DEVIL

HP: 125
MP: 0
Attack: 91
Defence: 89
Agility: 60



VOLPONE

HP: 183
MP: 48
Attack: 145
Defence: 100
Agility: 80



RANK E STRATEGY

The tap devil uses Underpants Dance to stun your characters for a turn, leaving them unable to fight back. If this causes a problem, find a monster that is immune to temporary stun attacks. This quality is typically found among machines and zombies.

RANK D

Entrance Fee: 400 gold

Prizes: Mighty armet, +3 Reserves monster slots

DAREN—TEAM NIGHTMARE



NIGHT FOX

HP: 161
MP: 6
Attack: 98
Defence: 73
Agility: 90



NIGHT EMPEROR

HP: 182
MP: 0
Attack: 128
Defence: 116
Agility: 60



NIGHT SNEAKER

HP: 123
MP: 12
Attack: 110
Defence: 77
Agility: 80



DARCY—THE DEADHEADS



SHREKTON

HP: 145
MP: 30
Attack: 131
Defence: 33
Agility: 80



WALKING CORPSE

HP: 200
MP: 0
Attack: 130
Defence: 13
Agility: 80



MUMMY

HP: 143
MP: 0
Attack: 118
Defence: 60
Agility: 80



DEOGOL—THE PSYCHE-OS



BROWNIE (2)

HP: 100
MP: 0
Attack: 123
Defence: 76
Agility: 75



MONO

HP: 200
MP: 0
Attack: 166
Defence: 72
Agility: 75



RANK D STRATEGY

The brownies have a special ability that can boost their tension by two levels, making most of their attacks one-hit kills. Brownies are weak, so a deathmove may eliminate them before they cause any damage.

RANK C

Entrance Fee: 500 gold

Prizes: Saint's ashes, no prize from Morrie

CORAL—THE BEACH BABES



SEE URCHIN (2)

HP: 161
MP: 20
Attack: 83
Defence: 45
Agility: 90



SUN

HP: 180
MP: 50
Attack: 27
Defence: 100
Agility: 73



CRAZY INVENTOR—BAD SCIENCE



MEGHAMYNAR

HP: 178
MP: 45
Attack: 100
Defence: 135
Agility: 82



HUNTER MECH

HP: 256
MP: 0
Attack: 175
Defence: 108
Agility: 80



CLOCKWORK CUCKOO

HP: 240
MP: 0
Attack: 150
Defence: 99
Agility: 90



COUNTESS CHRISTIE—BATTLE ROYALS



FENGING FOX

HP: 320
MP: 8
Attack: 126
Defence: 92
Agility: 80



BONE BARON

HP: 316
MP: 0
Attack: 190
Defence: 116
Agility: 88



PHANTOM FENCER

HP: 400
MP: 0
Attack: 173
Defence: 95
Agility: 80



RANK C STRATEGY

Tough foes like the hunter mech and bone baron use powerful attacks on a consistent basis, and the metal monsters in the second round are immune to nearly every trick outside of direct physical damage. Construct a resilient team of your own, and use monsters that rely on direct attacks, not status conditions.

RANK B

Entrance Fee: 700 gold

Prizes: Bardiche of binding, second Monster team

BALDHERE—THE DRAG QUEENS



Dragon

HP: 481
MP: 0
Attack: 216
Defence: 128
Agility: 92



Tyrannosaurus

HP: 530
MP: 0
Attack: 221
Defence: 134
Agility: 108



Snapdragon

HP: 550
MP: 60
Attack: 204
Defence: 118
Agility: 102



BOGART—THE TOUGH NUTS



Stone Guardian

HP: 401
MP: 0
Attack: 209
Defence: 190
Agility: 92



Boss Troll

HP: 800
MP: 0
Attack: 238
Defence: 32
Agility: 82

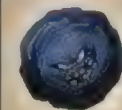


Golem

HP: 560
MP: 0
Attack: 227
Defence: 126
Agility: 80



BOTHAN—THE ROCK 'N' ROLLERS



Rockbomb

HP: 180
MP: 40
Attack: 68
Defence: 111
Agility: 86



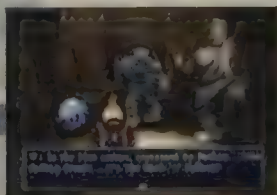
Stone Golem

HP: 612
MP: 0
Attack: 245
Defence: 156
Agility: 93



Living Statue

HP: 462
MP: 0
Attack: 218
Defence: 154
Agility: 80



RANK B STRATEGY

The enemies in this rank are hard and have lots of HP. The key to victory is having a team with very high defence since after the first round, all of the enemy monsters will use physical attacks exclusively. HP is important too, but even a monster with 1000 HP won't last long if its defence is low.

RANK A

Entrance Fee: 1000 gold

Prizes: Hero spear, unlock Rank S

ALOISE—THE BIG BOYS



Frog-Grow

HP: 540
MP: 0
Attack: 226
Defence: 157
Agility: 111



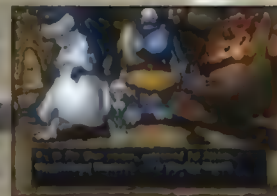
Gverde

HP: 650
MP: 0
Attack: 261
Defence: 112
Agility: 94



Troll

HP: 508
MP: 0
Attack: 254
Defence: 18
Agility: 51

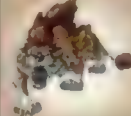


'ATTABOY TOM—THE WILD CATS



Jumping Jackal (x2)

HP: 525
MP: 0
Attack: 230
Defence: 148
Agility: 135

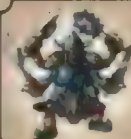


Great Sabrecat

HP: 670
MP: 0
Attack: 271
Defence: 155
Agility: 150



AMAAN—FEAR FACTOR



Zombie Gladiator

HP: 868
MP: 16
Attack: 256
Defence: 164
Agility: 126



Tideevil

HP: 419
MP: 0
Attack: 145
Defence: 84
Agility: 72



Bomboulder

HP: 245
MP: Infinite
Attack: 80
Defence: 111
Agility: 80



RANK A STRATEGY

The final group of recruitable monsters becomes available after clearing Rank B. Take some time to recruit the final members of many powerful themed teams, like the killing machines and golems. This is a very tough rank, and it will be difficult to clear this rank without the use of some powerful deathmoves.

RANK 5

Entrance Fee: 1000 gold

Prizes: ???



You must clear all of the previous ranks to make Rank 5 appear. This rank contains the toughest battles yet, and victory may not be possible until you recruit some of the best monsters in the game. Also, boost their stats by attaining a high level for your characters.

SPECIAL MONSTER TEAMS

While you can build a team out of any three team monsters you like, you can earn stat bonuses and unlock deathmoves if the team is comprised of monsters that share a species, a weapon, a family, or some other trait. When this occurs, a special name is assigned to your team (as listed in this chapter) and you receive some bonuses shown. All deathmoves are automatically used in combat at your team's discretion. If your team of three monsters has a special two-monster sub-group in it, the deathmove for the two-monster sub-group may also be used. Some effects extend to party members, but only when the Hero summons your team in combat with the Call Team ability.

WEAPON TEAMS

THE ANGRY ARCHERS

DESCRIPTION	Monsters that wield bows.
DEATHMOVE	Harrowing Arrow: Arrows of light hit all enemies for 116-124 points of damage.
TEAM BONUSES	Team Max HP +15
POTENTIAL TEAM MEMBERS	
Shorshooter a.k.a. Fletch (Bodkin archer)	
Sharpshooter a.k.a. Archer (Bodkin bowyer)	
Poisonous Sniper a.k.a. Sagittari (Rockin fletcher)	

THE BLADE RUNNERS

DESCRIPTION	Monsters that wield swords.
DEATHMOVE	Triple Swords: Team members focus attacks on a single foe, and cause 50% more damage than normal attacks.
TEAM BONUSES	N/A
POTENTIAL TEAM MEMBERS	
Old Soldier a.k.a. Bones (Skeleton)	Killer Director a.k.a. Nohr (Killing machine)
Phantom of Chopera a.k.a. Capers (Phantom fencer)	Roboter Mk I a.k.a. Roborg (Killing machine)
Attack Bot Mk II a.k.a. Cybot (Killing machine)	Man-at-Arms a.k.a. Skeloid (Hell gladiator)
King of Dumbira a.k.a. Dumbking (Noiso macho)	One Knight Stand a.k.a. Slimehopper (Slime knight)
Raginy Rooster a.k.a. Fowl Fowl (Fowlfighter)	
Bone Racer a.k.a. Jockey (Skullrider)	
Hollow Knight a.k.a. Lonely Joe (Restless armour)	

A THIRD TEAM MEMBER

Note that some special monster teams require only two monsters. However, the third member of the team must be of the same family to unlock starred bonuses!

CLUB CLUB

DESCRIPTION	Monsters that wield clubs.
DEATHMOVE	Mind Breaker: Team members focus attacks on a single foe, and cause the target to lose its turn.
TEAM BONUSES	N/A
POTENTIAL TEAM MEMBERS	
Big Blue Bully a.k.a. Argos (Cyclops)	Man-at-Arms a.k.a. Skeloid (Hell gladiator)
Gigantes Guardsman a.k.a. Brontes (Gigantes)	Squaggh Scourager a.k.a. Squiggles (Khalamari kid)
Abominable Ape a.k.a. Klub Kong (Gorilla)	Gigantes Gangster a.k.a. Steropes (Gigantes)
Troll Patroler a.k.a. Pa Troll (Boss troll)	

THE HACKERS

DESCRIPTION	Monsters that wield axes.
DEATHMOVE	Typhoeus' Maul: Team members focus attacks on a single foe, and inflict 50% more damage than normal attacks (double damage versus beasts).
TEAM BONUSES	N/A
POTENTIAL TEAM MEMBERS	
Bushwhacker a.k.a. Bush-W (Berserker)	Man-at-Arms a.k.a. Skeloid (Hell gladiator)
Axorapher a.k.a. Harkzilla (Hacksaurus)	
Hooded Hacker a.k.a. Hoodwink (Hoodlum)	

THE JAVELINAS

DESCRIPTION	Monsters that wield javelins.
DEATHMOVE	Jolly Joustors: Team members attack eight times, hitting enemies at random. Each hit does half the damage of a normal attack.
TEAM BONUSES	N/A
POTENTIAL TEAM MEMBERS	
Occult Rider a.k.a. Deadnoble (Bone baron)	
Octavius Maximus a.k.a. Octunon (Octavian sentry)	
Wild Spearman a.k.a. Orcus (Orc king)	

THEMED TEAMS

THE DRACK PACK

DESCRIPTION	All three drackies.
DEATHMOVE	Fat Drack: All team members merge into the Gracky, the Great Dracky!
TEAM BONUSES	Team Agility +30
POSSIBLE TEAM MEMBERS	Pain in the Neck a.k.a. Sippy (Dracky) All Day Sucker a.k.a. Slurpy (Dracky) Shadow Conductor a.k.a. Sugji (Dracky)

THE DYNAMIC DUO

DESCRIPTION	Orrid and Spike.
DEATHMOVE	Sapper Slapper: Both monsters focus attacks on a single foe and also lower its defence.
TEAM BONUSES	Team Attack +15* (When third member is of the beast family.)
POSSIBLE TEAM MEMBERS	Ochre Oyre a.k.a. Orrid (Buffalogue) Musdy Mohawker a.k.a. Spike (Mohawker)

THE FATAL ATTRACTION

DESCRIPTION	Faunus, Hazel and Slimehopper.
DEATHMOVE	Love Typhoon: A pink whirlwind hits a group of foes for 76-84 points of damage.
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS	Fertiliser a.k.a. Faunus (Silenus) Femme Fatale a.k.a. Hazel (Witch) One Knight Stand a.k.a. Slimehopper (Slime knight)

HAPPY TOGETHER

DESCRIPTION	Two monsters happy to be together. ☺
DEATHMOVE	N/A
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS	Jewel Juggler a.k.a. Jewelbag (Goodybag) Bundle of Joy a.k.a. Trick Bag (Bag o' laughs)

THE LEGENDS

DESCRIPTION	Monsters named after DQ Staff.
DEATHMOVE	Big Bang: A massive explosion hits all foes for 175-225 points of damage.
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS	Slime Creator a.k.a. Hon (King slime) Slime Designer a.k.a. Tori (Slime) Killer Director a.k.a. Nohu (Killing machine) Shadow Conductor a.k.a. Sugji (Dracky)

MY THREE GOLEMS

DESCRIPTION	All three golems.
DEATHMOVE	The Golemator: All team members merge into the monstrous Mazin!
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS	Bricklayer a.k.a. Brickman (Golem) Goldbricker a.k.a. Goldman (Gold golem) Stonemason a.k.a. Stoneman (Stone golem)

THE NIGHTRIDERS

DESCRIPTION	Mounted monsters.
DEATHMOVE	Riders' Carnival: Team members focus attacks on a single foe, and cause double the usual amount of damage.
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS	Occult Rider a.k.a. Deadnoble (Bone baron) Bone Racer a.k.a. Jockey (Skullrider) One Knight Stand a.k.a. Slimehopper (Slime knight)

THE PSYCHE WARDS

DESCRIPTION	Monsters that build tension.
DEATHMOVE	Tension Boost: Raises the tension of each team member and party member by two levels.
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS	Al Gee a.k.a. Big Al (King kelp) Bundle of Joy a.k.a. Trick Bag (Bag o' laughs) Femme Fatale a.k.a. Hazel (Witch) Jewel Juggler a.k.a. Jewelbag (Goodybag)

TEAM GOODNIGHT

DESCRIPTION	Certain nocturnal monsters.
DEATHMOVE	Dirge: Reduces the defence of all team members and all enemies to 0.
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS	Fantom of Chopera a.k.a. Capers (Phantom fencer) Hooded Hacker a.k.a. Hoodwink (Hoodlum) Nightstalker a.k.a. Nightwing (Night emperor)

THE TREASURE HUNTERS

DESCRIPTION	Wealthy monsters.
DEATHMOVE	Good as Gold: Both monsters focus attacks on a single foe. You gain gold equal to half the damage dealt. You cannot use this move in the Monster Arena.
TEAM BONUSES	Fight Extra Turn* (When third member is of the material family.)
POSSIBLE TEAM MEMBERS	Goldbricker a.k.a. Goldman (Gold golem) Jewel Juggler a.k.a. Jewelbag (Goodybag)

TRIPLE TROUBLE

DESCRIPTION	All three killing machines.
DEATHMOVE	Stream Killer Attack: Team members focus attacks on a single foe, and cause triple the damage of normal attacks.
TEAM BONUSES	N/A

POSSIBLE TEAM MEMBERS

Attack Bot N/A a.k.a. Cybot (Killing machine)
 Killer Director a.k.a. Nohi (Killing machine)
 Roboter N/A a.k.a. Robora (Killing machine)

TWO EYES

DESCRIPTION	The two gigantes.
DEATHMOVE	Sapper Slapper: Both monsters focus attacks on a single foe and also lower its defence.
TEAM BONUSES	Fight Extra Turn* (When third member is of the demon family.)

POSSIBLE TEAM MEMBERS

Gigantes Guardsman a.k.a. Brontes (Gigantes)
 Gigantes Gargopter a.k.a. Steropes (Gigantes)

VALENTINE'S DAY

DESCRIPTION	Monsters that use puppets.
DEATHMOVE	N/A
TEAM BONUSES	Team Agility +15, Team Max HP +15* (becomes "Not Quite Human" with another Humanoid member, thus gaining the Team Max HP +15, and also retains the Team Agility +15)

POSSIBLE TEAM MEMBERS

Puppet Pizzini a.k.a. Doll drums (Puppet master)
 Punchin' Judy a.k.a. Moppet (Puppeteer)

SLIME TEAMS

THE KING AND US

DESCRIPTION	Healer, Curer and Hev.
DEATHMOVE	Maximaster: Returns all fallen team members to life and heals all team members to max HP, then boosts defence of all team members and lowers defence of all enemies.
TEAM BONUSES	Team Max HP x2

POSSIBLE TEAM MEMBERS

Angel of Curing a.k.a. Curer (Cureslime)
 Family Doctor a.k.a. Healer (Healslime)
 Heavy Metal a.k.a. Hev (Metal king slime)

FULL METAL POWER

DESCRIPTION	Hev and Metaly.
DEATHMOVE	Magic Burst: Hev and Metaly expend all remaining MP to deal 330-370 points of damage to all enemies.
TEAM BONUSES	Team Max HP x2* (When third member is of the slime family.)

POSSIBLE TEAM MEMBERS

Heavy Metal a.k.a. Hev (Metal king slime)
 Quick Silver a.k.a. Metaly (Metal slime)

MEGA METAL MANIACS

DESCRIPTION	Hev and Metabble.
DEATHMOVE	Magic Burst: Hev and Metabble expend all remaining MP to deal 480-520 damage to all enemies.
TEAM BONUSES	Team Max HP x2* (When third member is of the slime family.)

POSSIBLE TEAM MEMBERS

Heavy Metal a.k.a. Hev (Metal king slime)
 Metal Babble a.k.a. Metabble (Liquid metal slime)

SLIME THERAPY

DESCRIPTION	Any two of the following three slimes.
DEATHMOVE	Multihail: Restores 100-120 HP to all team members and party members.
TEAM BONUSES	Team Max HP x2* (When third member is of the Slime family.)

POSSIBLE TEAM MEMBERS

Angel of Curing a.k.a. Curer (Cureslime)
 Family Doctor a.k.a. Healer (Healslime)
 Quick Silver a.k.a. Metaly (Metal slime)

THE METAL MOB

DESCRIPTION	All metal slimes.
DEATHMOVE	Multi Masher: Your team expends all remaining MP to attack 3 to 10 times at random. Each attack causes 110-130 points of damage. (Possible Magic Burst from any combination of two in the group.)
TEAM BONUSES	Team Max HP x2

POSSIBLE TEAM MEMBERS

Heavy Metal a.k.a. Hev (Metal king slime)
 Metal Babble a.k.a. Metabble (Liquid metal slime)
 Quick Silver a.k.a. Metaly (Metal slime)

SLIME TIME

DESCRIPTION	Metaly and two normal slimes.
DEATHMOVE	Slime Spank: All monsters focus attacks on a single foe, and cause 50% more damage than normal attacks.
TEAM BONUSES	Team Max HP x2

POSSIBLE TEAM MEMBERS

Quick Silver a.k.a. Metaly (Metal slime)
 Gloopy Groopie a.k.a. Slime Shady (slime)
 Silly Smiley a.k.a. Smiles (Slime)
 Slime Designer a.k.a. Ton (Slime)

METAL POWER

DESCRIPTION	Metababble and Metaly.
DEATHMOVE	Magic Burst: Metababble and Metaly expend all remaining MP to deal 180-220 points of damage to all enemies.
TEAM BONUSES	Team Max HP x2* (When third member is of the Slime family.)

POSSIBLE TEAM MEMBERS

Metal Babbie a.k.a. Metababble (Liquid metal slime)
Quick Silver a.k.a. Metaly (Metal slime)

THE SLIME SQUAD

DESCRIPTION	All normal slimes.
DEATHMOVE	Supersize Slimey: All team members merge into Ultrus, the Ultra Slime!
TEAM BONUSES	Team Max HP x2

POSSIBLE TEAM MEMBERS

Cloopy Groupie a.k.a. Slime Shady (Slime)
Slimy Smiley a.k.a. Smiles (Slime)
Slime Designer a.k.a. Ton (Slime)

FAMILY TEAMS

THE AQUA MARINES

DESCRIPTION	All members are aquatic type.
DEATHMOVE	N/A
TEAM BONUSES	Team Defence +30

POSSIBLE TEAM MEMBERS

Al Gee a.k.a. Big Al (King help)
Colossal Clione a.k.a. Clio (See angel)
Octavius Maximus a.k.a. Octavian (Octavian sentry)
Little Nipper a.k.a. Robster (Yabby)

Squiggly Squiggler a.k.a. Squiggles (Khaleman kid)

TRAUMA CENTRE

DESCRIPTION	Metaly, Curer and Healer.
DEATHMOVE	Omniheal: Restores all team members to max HP and restores some HP to party members.
TEAM BONUSES	Team Max HP x2

POSSIBLE TEAM MEMBERS

Angel of Curing a.k.a. Curer (Cureslime)
Family Doctor a.k.a. Healer (Healslime)
Quick Silver a.k.a. Metaly (Metal slime)

WIZARDS o' Z

DESCRIPTION	Metababble, Curer and Healer.
DEATHMOVE	Zingslinger: Returns all fallen team members to life and heals all team members to max HP.
TEAM BONUSES	Team Max HP x2

POSSIBLE TEAM MEMBERS

Angel of Curing a.k.a. Curer (Cureslime)
Family Doctor a.k.a. Healer (Healslime)
Metal Babbie a.k.a. Metababble (Liquid metal slime)

THE AVIAN ATTACKERS

DESCRIPTION	All team members are bird type.
DEATHMOVE	Deathmove: N/A
TEAM BONUSES	Team Agility +30

POSSIBLE TEAM MEMBERS

Raging Rooster a.k.a. Foul Fowl (Fowlfighter)
Gryphon General a.k.a. Gryphus (War gryphon)
Pain in the Neck a.k.a. Sippy (Dracky)
All Day Sucker a.k.a. Slurpy (Dracky)

Shadow Conductor a.k.a. Sugi (Dracky)

CLANK AND SPARK

DESCRIPTION	All team members are machine type.
DEATHMOVE	Metal Panic: The team members focus their attacks on a single foe, and cause 50% more damage than normal attacks.
TEAM BONUSES	N/A

POSSIBLE TEAM MEMBERS

Attack Bot Mk II a.k.a. Cybot (Killing machine)
Automaton Aviator a.k.a. Mechabubo (Alecha-mynah)

Killer Director a.k.a. Nnhi (Killing machine)
Roboster Mk I a.k.a. Roborg (Killing machine)

MATERIALISTIC

DESCRIPTION	All team members are material type.
DEATHMOVE	N/A
TEAM BONUSES	Fight Extra Turn

POSSIBLE TEAM MEMBERS

Bricklayer a.k.a. Brickman (Golem)
Goldbricker a.k.a. Goldman (Gold golem)
Jewel Juggler a.k.a. Jewebag (Goodybag)
Hollow Knight a.k.a. Lonely Joe (Restless armour)

Man-eater Chest a.k.a. Snap Case (Cannibox)
Stonemason a.k.a. Stoneman (Stone golem)
Crazed Colossus a.k.a. Talus (Living statue)
Bundle of Joy a.k.a. Trick Bag (Bag o' laughs)

DENIED ELEMENTS

DESCRIPTION	All team members are elemental type.
DEATHMOVE	Elemental Storm: Boosts all team members' and party members' resistance to fire- and ice-type attacks, and creates a barrier that bounces spells back at their caster.
TEAM BONUSES	N/A
POTENTIAL TEAM MEMBERS	
Cold Fire a.k.a. Bizzag Jr. (Frostburn)	Living Torch a.k.a. Torchman (Danong flame)
Living Flame a.k.a. Flameman (Danong flame)	
Big Blizzard a.k.a. Jack Frost (Frostburn)	

THE DRAG RACERS

DESCRIPTION	All team members are dragon type.
DEATHMOVE	N/A
TEAM BONUSES	Team Attack +30
POTENTIAL TEAM MEMBERS	
Jumbo Dilophosaurus a.k.a. Fillsaur (Froo-froo)	
Axoraptor a.k.a. Hackzilla (Hacksauros)	
Potty Dragon a.k.a. Potbelly (Largon)	

FAR FROM HEAVEN

DESCRIPTION	All team members are demon type.
DEATHMOVE	N/A
TEAM BONUSES	Fight Extra Turn
POTENTIAL TEAM MEMBERS	
Arch archdemon a.k.a. Archibend (Archdemon)	Nightwalker a.k.a. Nightwing (Night emperor)
Big Blue Bully a.k.a. Argos (Cyclops)	Troll Patrolier a.k.a. Pa Troll (Boss troll)
Gigantes Guardsman a.k.a. Brontes (Gigantes)	Pelvic Thruster a.k.a. Saba (Redtail hipster)
Femme Fatale a.k.a. Hazel (Witch)	Gigantes Gangster a.k.a. Steropes (Gigantes)
Bone Racer a.k.a. Jockey (Skullrider)	

JUST BEASTLY

DESCRIPTION	All team members are beast type.
DEATHMOVE	N/A
TEAM BONUSES	Team Attack +15
POTENTIAL TEAM MEMBERS	
Loupy Lupus a.k.a. Bladewolf (Jumping jackal)	Wild Spearman a.k.a. Orcus (Orc'ing)
Buffalo Bal a.k.a. Cowboy (Bullfinch)	Ochre Ogre a.k.a. Ornd (Buffaloyre)
Mole Major a.k.a. Doug (Mad mole)	Musdy Monarker a.k.a. Spire (Mohawker)
Death Tabby a.k.a. Fat Cat (Jaiicat)	Greater Sabrecat a.k.a. Spot (Great sabrecat)
Abominable Ape a.k.a. Klub Kong (Coserilla)	

NOT QUITE HUMAN

DESCRIPTION	All team members are humanoid type.
DEATHMOVE	Deathmove: N/A
TEAM BONUSES	Team Max HP +15
POTENTIAL TEAM MEMBERS	
Sharpshooter a.k.a. Archer (Bodkin bowyer)	Hooded Hacker a.k.a. Hoodwink (Hoodlum)
Bushwhacker a.k.a. Bush-W. (Berserker)	Mullet Mallet a.k.a. Mehammer (Browne)
Puppet Pugsist a.k.a. Dollidrums (Puppet master)	Punchin' Judy a.k.a. Moppet (Puppeter)
King of Dumbria a.k.a. Dumbking (Nobso macho)	Poisonous Sniper a.k.a. Sagittari (Bodkin Fletcher)
Fortifier a.k.a. Faurus (Selenus)	Terror Talons a.k.a. Seasaw (Roptide)
Shortshooter a.k.a. Fletch (Bodkin archer)	

SLIME POWER!

DESCRIPTION	All team members are slime type.
DEATHMOVE	Deathmove: N/A
TEAM BONUSES	Team Max HP x2
POTENTIAL TEAM MEMBERS	
Angel of Curing a.k.a. Curer (Cureslime)	Quick Silver a.k.a. Metaly (Metal slime)
Family Doctor a.k.a. Healer (Heanslime)	Gloopy Groupie a.k.a. Slime Shady (Slime)
Heavy Metal a.k.a. Hev (Metal'ing slime)	One Knight Stand a.k.a. Slimehopper (Slime knight)
Slime Creator a.k.a. Hori (King slime)	Slimy Straley a.k.a. Smiles (Slime)
Metal Babbie a.k.a. Metable (Liquid metal slime)	Slime Designer a.k.a. Tori (Slime)

THE ZOMBEDOPS

DESCRIPTION	All team members are zombie type.
DEATHMOVE	Deathmove: N/A
TEAM BONUSES	Team Max HP +30
POTENTIAL TEAM MEMBERS	
Wight Highpriest a.k.a. Bishop (Wight priest)	Old-School Drooler a.k.a. Hork (Walking corpse)
Old Soldier a.k.a. Bones (Skeleton)	Headless Heilsman a.k.a. Monstar (DuRahan)
Fantom of Chopera a.k.a. Capers (Phantom fencer)	Man-at-Arms a.k.a. Skeddoz (Hell gladiator)
Occult Rider a.k.a. Deadnoble (Bone baron)	

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ABOUT THE AUTHOR

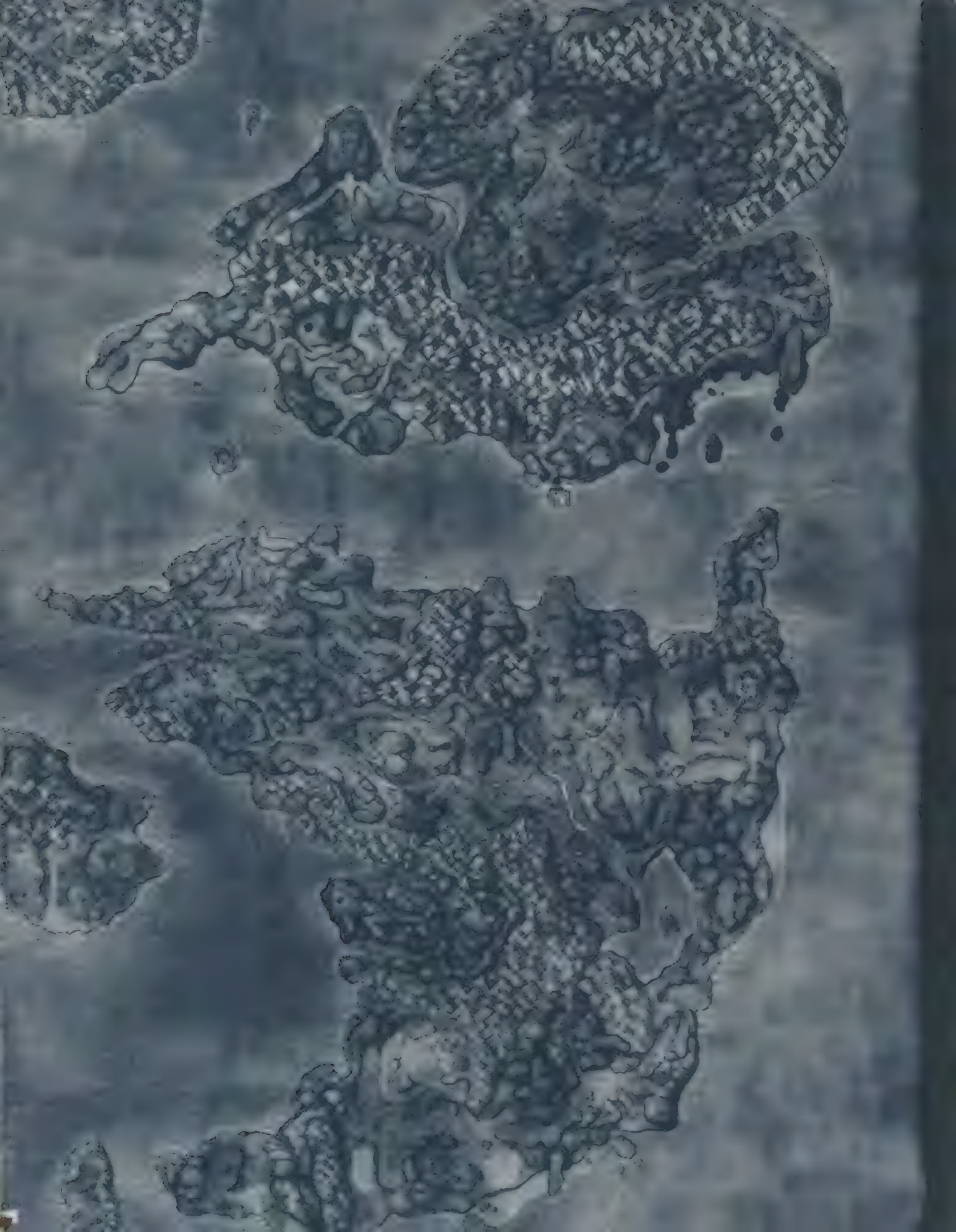
Tim Wilson is a graduate of the University of Iowa. He is the author of more than forty official strategy guides for video games covering a variety of titles, including Square-Enix titles such as *Final Fantasy X-2*, *Kingdom Hearts*, and *Final Fantasy X*. He also writes fiction and non-fiction on a variety of gaming and non-gaming topics. In what little spare time he has, please visit www.timwilson.com or the author.

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SPELLS

COMBAT SPELLS

Name	Used By	MP Cost	Description
Acceleratle	Jessica	3	Raises the agility of all party members.
Ban Dance	Angelo	4	Stop one group of enemies from dancing for several turns.
Bang	Jessica	5	Damages all enemies with a small explosion.
Boom	Jessica	8	Engulfs all enemies in a large explosion.
Kaboom	Jessica	15	Blasts all enemies with an incredibly violent explosion.
Bounce	Jessica, Angelo	4	Forms a protective barrier that reflects the enemy's and party's spells alike.
Buff	Angelo	2	Raises the defence of a single party member.
Kabuff	Yangus, Angelo	3	Raises the defence of all party members.
Crack	Jessica	3	Pierces a single enemy with razor-sharp icicles.
Crackle	Jessica	5	Rips into a group of enemies with sharp icicles.
Kacrackle	Jessica	12	Skewers all enemies with a hail of sharp icicles.
Dazzle	Angelo	5	Envelops a group of enemies in illusions.
Divine Intervention	Angelo	4	Reduces a group of enemies' resistance to magical attacks.
Drain Magic	Angelo	0	Steals MP from a single enemy.
Fizzle	Hero, Angelo	3	Prevents a group of enemies from using magic.
Frizz	Jessica	2	Singes a single enemy with a small fireball.
Frizzle	Jessica	4	Burns a single enemy with a large fireball.
Katnizzle	Jessica	10	Incinerates a single enemy with an enormous fireball.
Fuddle	Jessica, Angelo	5	Sends a group of enemies into confusion.
Katuddle	Angelo	10	Confuses all enemies.
Insulate	Jessica	3	Forms a barrier that protects all party members from fire- or ice-based attacks.
Kamikazee	Hero	1	Sacrifices your own life to destroy all enemies.
Magic Barrier	Jessica	3	Forms a protective barrier that reduces the effectiveness of foes' offensive spells.
Magic Burst	Jessica	All remaining MP (requires min 1 MP)	Unleashes all remaining magic power in a fearsome explosion.
Oomph	Jessica, Angelo	6	Increases the attack of a single party member.
Sap	Jessica	3	Reduces the defence of a single enemy.
Kasap	Jessica	4	Reduces the defence of a group of enemies.
Share Magic	Yangus	0	Shares some of your MP with an ally.
Sizz	Hero, Jessica	4	Singes a group of enemies with a blazing fire.
Sizzle	Hero, Jessica	6	Burns a group of enemies with a blazing wall of fire.
Kasizzle	Hero, Jessica	10	Scorches a group of enemies with the blazing flames of the underworld.
Snooze	Jessica	3	Puts a group of enemies to sleep.
Kasnooze	Jessica	8	Puts a group of enemies into a deep sleep.
Pearly Gates	Angelo	20	Opens heaven's door to baptise a group of foes with sacred light.
Whack	Angelo	4	A cursed incantation that sends an enemy to the hereafter.
Thwack	Angelo	7	A cursed incantation that sends a group of enemies to the hereafter.
Kathwack	Angelo	15	A cursed incantation that sends all enemies to the hereafter.
Woosh	Angelo	2	Slices through a group of enemies with a small whirlwind.
Swoosh	Angelo	4	Slices through a group of enemies with a powerful whirlwind.
Kaswoosh	Angelo	8	Slices through a group of enemies with a ferociously destructive whirlwind.
Zap	Hero	6	Calls down lightning on all enemies.
Kazap	Hero	15	Calls down powerful thunderbolts on a group of enemies.

RECOVERY SPELLS

Name	Used By	MP Cost	Description
Kerplunk	Yangus	All remaining MP (requires 1 MP)	Sacrifice your own life to resurrect all other party members.
Heal	Hero, Yangus, Angelo	2	Restores at least 30 HP to a single ally.
Midheal	Hero, Yangus, Angelo	3	Restores at least 75 HP to a single ally.
Fullheal	Hero, Angelo	6	Restores all HP to a single ally.
Multiheal	Angelo	10	Restores at least 100 HP to all party members.
Omnitheal	Hero	36	Restores all HP to all party members.
Squelch	Hero, Angelo	2	Cures a single ally of the effects of poison.
Tingle	Hero, Angelo	2	Cures all party members of the effects of sleep and paralysis.
Zing	Hero, Angelo	8	Resurrects a fallen ally with a 50% success rate.
Kazing	Jessica, Angelo	15	Resurrects a fallen ally.


FIELD SPELLS

Name	Used By	MP Cost	Description
Evac	Hero, Jessica	2	Allows you to exit instantly from dungeons, caves, and towers.
Holy Protection	Hero	4	Generates a holy aura that causes weaker monsters to avoid your party.
Nose for Treasure	Yangus	0	Instantly reports the number of nearby treasures.
Padfoot	Yangus	4	A secret technique for disguising your presence so as to avoid monsters.
Whistle	Yangus	0	Summons monsters with a whistle.
Zoom	Hero, Angelo	1	Allows you to return instantly to certain places you have visited before.



ZOOM MAP

Both Angelo and the Hero can acquire the Zoom spell. Zoom enables the party to return instantly to certain places they have visited before. The map illustrates the locations you can Zoom to when the spell is used.

 Zoom locations



Lord High Priest's Residence

Avella Cathedral

West Trodain Church

Princess Minnie's Castle

er

nd

ella Abbey

Ruined Abbey

Simpleton

uth Rise

Farebury

Trodain

Egeus' Tablet

Waterfall Cave

Pirate's Cove

Alexandria

Waterfall Hut

Tower of Alexandra

Hilltop Hut

Peregrin Quay

Port Prospect

Land of the Moles

Ascantha

Riverside Chapel

Riverside Cottage

Tryan Gully

Lakeside Cabin

Pickham

Ascantha Lake Island

Swordsman's Labyrinth

Wishers' Peak

Monster Arena

Red's Den

ABILITIES

AXE ABILITIES

Name	Used By	MP Cost	Description
Helm Splitter	Yangus	0	A skull-splitting smash that lowers an opponent's defence as it inflicts damage.
Hatchet Man	Yangus	3	An unpredictable attack that can slay an enemy with a single blow...if it connects.
Parallax	Yangus	2	A focused strike capable of occasionally paralysing an enemy.
Axes of Evil	Yangus	0	Generates a vortex from your axe blade that chews into a group of enemies.
Executioner	Yangus	3	A powerful roundhouse strike that fells an opponent in one blow if it hits.
Typhoeus' Maul	Yangus	6	An ancient axe technique that works wonders on monsters of the beast family.

BOOMERANG ABILITIES

Name	Used By	MP Cost	Description
Crosscutter Throw	Hero	2	Traces an X in the air as it ploughs into the enemy.
Power Throw	Hero	4	A full-force throw that damages all enemies equally.
Firebird Throw	Hero	6	Transforms your boomerang into a firebird that incinerates your enemies.
Super Throw	Hero	4	A fearsome attack that uses all your strength to cause extreme damage to all foes.
Starburst Throw	Hero	8	Bathes all enemies in a shower of burning light.
Gigathrow	Hero	15	Pulverises a single enemy with the force of a thunderbolt.

BOW ABILITIES

Name	Used By	MP Cost	Description
Sandman's Arrow	Angelo	2	A magical arrow capable of putting a single enemy to sleep.
Cherub's Arrow	Angelo	0	A secret bow technique that regenerates your own MP.
Needle Shot	Angelo	1	Capable of felling an enemy instantaneously if a vital area is hit.
Multishot	Angelo	4	A hail of blows directed randomly against one or more enemies.
Seraph's Arrow	Angelo	0	A secret technique that recovers even more MP than Cherub's Arrow.
Shining Shot	Angelo	10	An arrow attack that bathes all enemies in a destructive magical light.
Needle Rain	Angelo	1	A rain of arrows that can occasionally obliterate all enemies in a single salvo.

CHARISMA ABILITIES

Name	Used By	MP Cost	Description
Sarcastic Snigger	Angelo	3	Reduces a single enemy's tension by one level.
Angel Eyes	Angelo	4	A powerful glance capable of paralysing a single enemy.
Chilling Chuckle	Angelo	3	Reduces the tension of an entire group of enemies by a degree.
Charming Look	Angelo	4	A glance so powerfully captivating that it burns all enemies in its path.

CLUB ABILITIES

Name	Used By	MP Cost	Description
Heart Breaker	Yangus	2	An attack that occasionally causes the target to miss a turn.
Penny Pincher	Yangus	2	A special technique that steals gold coins from an enemy.
Monster Masher	Yangus	3	A powerful smash that works wonders on monsters of the material family.
Mind Breaker	Yangus	2	A superior club attack that dominates foes and renders them unable to attack.
Gold Rush	Yangus	2	A powerful strike that steals an opponent's gold coins as it inflicts damage.
Devil Crusher	Yangus	5	An esoteric club technique effective on demon and material family monsters.

FETTERED ABILITIES

Name	Used By	MP Cost	Description
Stones' Throw	Hero, Jessica	0	Hurls rocks at a single group of enemies.
Knuckle Sandwich	Hero, Yangus, Angelo	2	A powerfully focused and damaging bare-fisted strike.
Defending Champion	Hero, Angelo	0	A defensive ability that greatly reduces the damage inflicted by physical attacks.
Harvest Moon	Jessica, Angelo	6	Pummel all enemies with a chain of cartwheels and backflips.
Thin Air	Hero, Yangus, Jessica	2	Generates a powerful vacuum-vortex that slices all enemies to ribbons.
Multifists	Hero, Yangus	0	A vicious four-hit strike on a random enemy.
Boulder Toss	Hero, Yangus	4	Showers all enemies with enormous boulders.
Miracle Moon	Angelo	6	A miraculous technique that pummels all enemies while regenerating your own HP.

HUMANITY ABILITIES

Name	Used By	MP Cost	Description
Wacry	Yangus	0	A hideous battle cry that paralyses a group of enemies with fear.
Underpants Dance	Yangus	0	Paralyses all enemies with embarrassment.
Golden Oldies	Yangus	15	A multi-hit battle royale from King Trode and friends.

KNIFE ABILITIES

Name	Used By	MP Cost	Description
Toxic Dagger	Jessica	3	A knife-fighting technique that envenomates a single enemy.
Assassin's Stab	Jessica	8	A fearsome technique that fells an opponent instantly by attacking their vital parts.
Toxic Sword	Jessica	5	A sword-fighting technique which envenomates an enemy with each strike.
Sudden Death	Jessica	8	A fatal flash that strikes down an enemy like a bolt out of the blue.

SCYTHE ABILITIES

Name	Used By	MP Cost	Description
Steal Sickle	Yangus	0	Occasionally enables you to steal items from those you slash.
Wind Sickles	Yangus	0	Sends a whirlwind of sickles pirouetting into the enemy.
Grim Reaper	Yangus	3	A swing of Death's scythe that can instantly kill one or more foes in a group.
Stainless Steal Sickle	Yangus	0	An improved version of the Steal Sickle attack technique.
Grimmer Reaper	Yangus	3	The aura of Death incarnate annihilates the living and obliterates the undead.
Big Banga	Yangus	30	An enormous explosion that consumes everything in its path.

SEX APPEAL ABILITIES

Name	Used By	MP Cost	Description
Blow Kiss	Jessica	0	A special kiss that can temporarily prevent enemies from attacking.
Puff-Puff	Jessica	0	Charms and excites an enemy into paralysed submission.
Hip Drop	Jessica	0	Pelvic punishment! Curvaceous hips equal big damage.
Sexy Beam	Jessica	3	Focus the power of passion into a beam that sows destruction and confusion.
Pink Typhoon	Jessica	5	A sudden typhoon that rips a group of enemies into ribbons.
Hustle Dance	Jessica	0	Restores at least 70 HP to all party members.

SPEAR ABILITIES

Name	Used By	MP Cost	Description
Mercunal Thrust	Hero	0	A lightning-fast thrust.
Thunder Thrust	Hero	3	Difficult to perform, but has a high chance of doing critical damage.
Multithrust	Hero	4	A flurry of repeated thrusts that can pierce multiple enemies.
Clean Sweep	Hero	0	Drives back a group of enemies with a sweep of the spear.
Lightning Thrust	Hero	3	Lands a critical hit when it connects.
Lightning Storm	Hero	25	Strikes down all enemies with mighty thunderbolts.

STAFF ABILITIES

Name	Used By	MP Cost	Description
Caduceus	Jessica, Angelo	0	A blessing from the heavens that restores a single party member's HP.

SWORD ABILITIES

Name	Used By	MP Cost	Description
Dragon Slash	Hero	0	An attack that causes heavy damage to dragons.
Flame Slash	Hero, Angelo	0	Channels the power of a raging fire into the blade of your sword.
Metal Slash	Hero, Angelo	0	An attack that can damage enemies with metal bodies.
Falcon Slash	Hero, Angelo	0	A double slicing attack, faster than a falcon on the wing.
Miracle Slash	Hero, Angelo	4	A secret sword technique that heals your own wounds each time you strike a foe.
Lightning Storm	Angelo	25	Strikes down all enemies with mighty thunderbolts.
Gigaslash	Hero	20	A legendary sword technique for cutting down a group of enemies.

WHIP ABILITIES

Name	Used By	MP Cost	Description
Whiplash	Jessica	4	A paralysing crack of the whip.
Twin Dragon Lash	Jessica	3	A double-strike that lashes a random group of enemies.
Lady's Thong	Jessica	2	A secret whip technique that steals HP as it damages an enemy.
Lashings of Love	Jessica	4	Harness your inner passion to paralyse enemies.
Queen's Thong	Jessica	2	A fearsome attack that steals the HP of a group of enemies.
Serpent's Bite	Jessica	8	A technique that transforms your whip into a snake that attacks a group of enemies.

OTHER ABILITIES

Name	Used By	MP Cost	Description
Call Team	Hero	10	Call up your personal monster team.
Gigagash	Hero	20	The ultimate sword technique. Utterly destroys a group of enemies.







TREASURE CHEST & INFAMOUS MONSTER MAPS

If you're looking





to find all of the game's treasure chests and infamous monsters, then this section is for you. It is recommended that you attempt to locate all of these extra goodies on your own before using this comprehensive resource. Refer to this section only after you've exhausted all other options.



Treasure Chest Map Legend

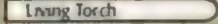
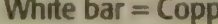
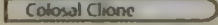
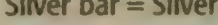
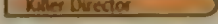
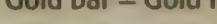
-  Unlocked.
-  Requires thief's key.
-  Requires magic key.
-  Requires ultimate key.



Infamous Monster Map Legend

-  **Bones** No Condition.
-  **Golem** Must defeat Monster Arena Rank F.
-  **Fireball** Must defeat Monster Arena Rank D.
-  **Stone man** Must defeat Monster Arena Rank B.

-  Only found at nighttime.
-  Only found during daytime.

-  **Living Torch**
-  White bar = Copper monster coin
-  **Colossal Clone**
-  Silver bar = Silver monster coin
-  **Killer Director**
-  Gold bar = Gold monster coin

Bones
Old Soldier

Skeledoid
Man-At-Arms

Stoneman
Stonemason

Sugi
Shadow Conductor

Pa Troll
Troll Patroller

Faunus
Fertiliser

Foul Fowl
Raging Rooster

Klub Kong
Abominable Ape

Slurpy
All Day Sucker

Trick Bag
Bundle of Joy

Torchman
Living Torch

Jockey
Bone Rider

Bladewolf
Loopy Lupus

Deadnoble
Occult Rider

Cybot
Attack Bot Mk II

Roborg
Roboster Mk I

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Orcus
Wild Spearman

Hori
Slime Creator

Dumbking
King of Dumbira

Hoodwink
Hooded Hacker

Big Al
Al Gee

Octurion
Octavius Maximus

Flameman
Living Flame

Brontes
Gigantes Guardsman

Nohi
Killer Director

Clio
Colossal Clione

Tori
Slime Designer

Sugi
Shadow Conductor

Jack Frost
Big Blizzard

Blizag Jr.
Cold Fire

Slime Shady
Gloopy Groupie

Sagittari
Poisonous Sniper

Go
Go

Talor
Crazed

Doldr
Puppet





World of Darkness



"Uncharted Island" 